

Leisure Suit LARRY

*Passionate Patti Does A
Little Undercover Work*



Hintbook



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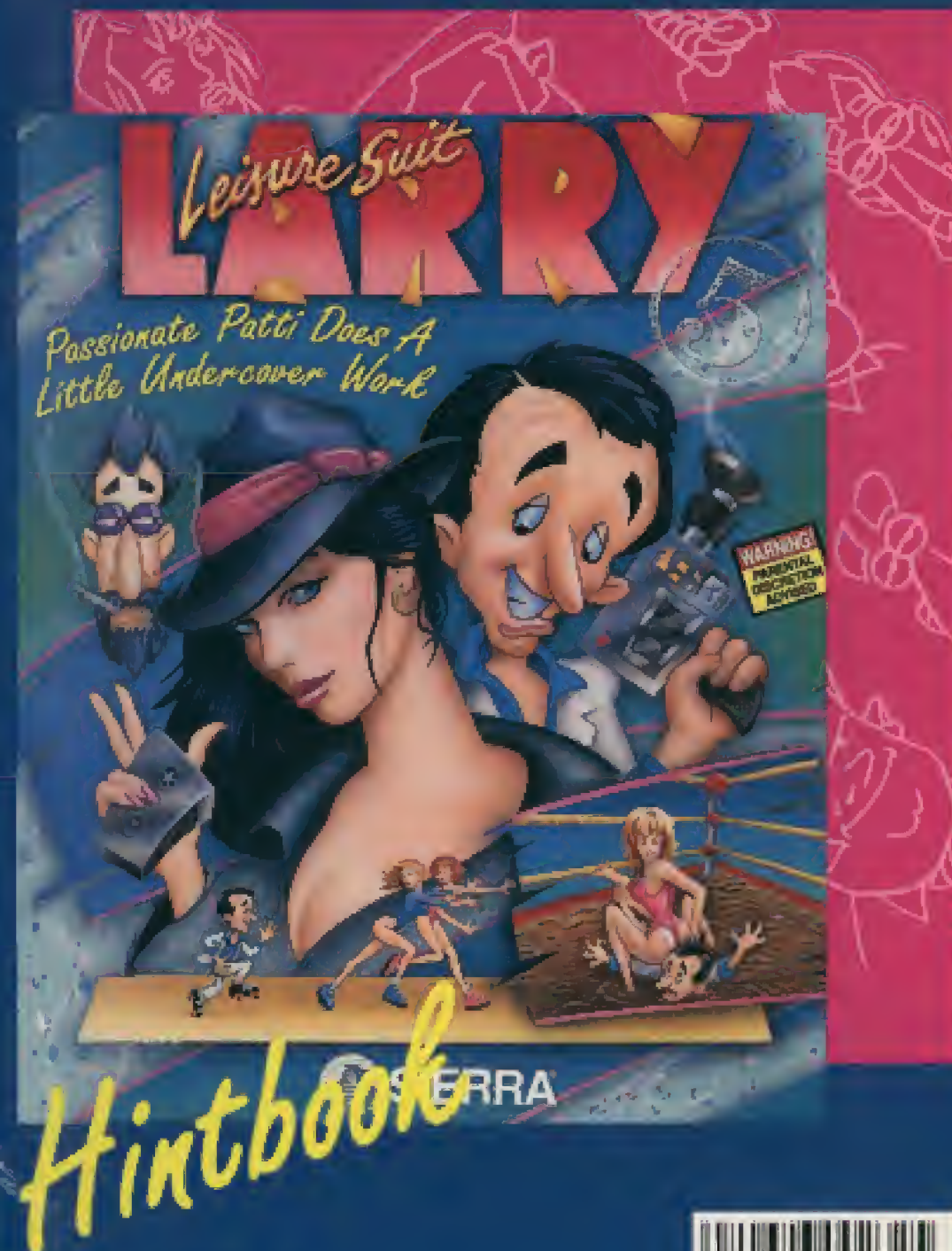




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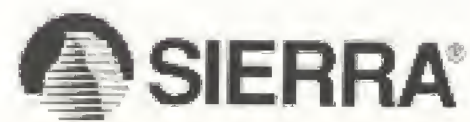
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Leisure Suit

5

*Passionate Patti
Does A Little Undercover Work:
The Hintbook*





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elcome back to the world of Passionate Patti and good old Larry; Larry Laffer!

I hope you're having as much fun playing this game as all of us had creating it. "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work" took under 300 person-years to create, required less than 4,000 life-sized, hand-painted, oil-on-velvet drawings, 1/4-million MIDI events and 2,200,000 lines of code. All this to deliver a couple of bad jokes. Was it worth it? You tell me. You're the one who paid for it!

Before you plunge into this book, reading all the answers and wrecking all those great puzzles we worked so hard to create, take some time and read your "Sierra Game Manual" thoroughly. (Remember it? It was that booklet you threw back in the box in your hurry to install the disks.) You may find that some of the questions you have about how the game works are answered in that manual.

How To Use This Hintbook

In "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work," both Larry and Patti do a lot of traveling. The cities and locations can be visited in any order: Larry can go to Miami first, or Atlantic City, or the Big Apple. Patti has two locations to investigate; it's up to you to decide where to go to first. So I've organized this hintbook into a Larry section and a Patti section. Each section is divided by location. Use the Table of Contents to jump through the hintbook to the section dealing with your current situation.

Once you find a question that deals with your problem, place your "Adventure Window" card over the hints to reveal them one by one. Be careful not to read too much. The first answer is the mildest hint, something that gently steers you in the right direction... or, maybe even a wisecrack (that may, or may not, be instructive). The second answer is a little more specific. The third and any subsequent answers are specific, often giving you the exact steps you need to solve the puzzle. East and West refer to the right and left sides of your screen, respectively. There are maps in the back, although you probably won't need them.

How NOT to Use This Hintbook!

Avoid reading those sections of the book that give hints for locations you haven't played yet (or those you plan to revisit)! Reading questions that don't pertain to the part of the game you're playing may reveal information you don't need or want yet. Read only the hints you're sure you need. There are even a few "red herring" questions thrown in every once in a while, just to keep you on your toes.

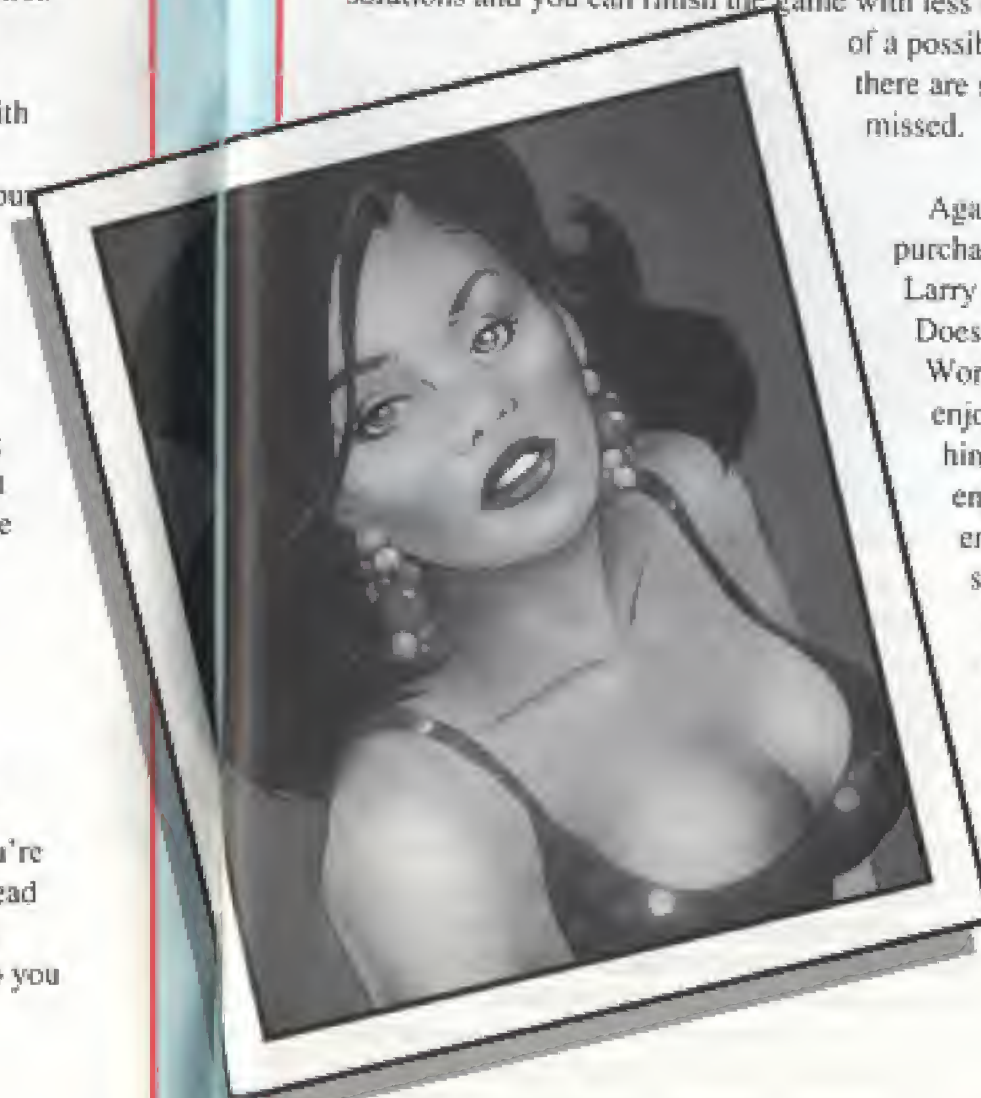
When You've Finished the Game

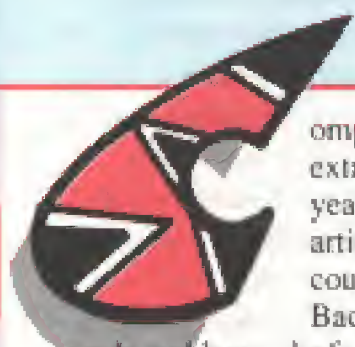
Once you've finished the game, turn to the back of the book and check out the complete lists of every point and object. You'll learn ways to increase your score and/or provide some extra laughs you may have missed! Since Larry 5 has many puzzles with multiple solutions and you can finish the game with less than 150 points (out of a possible 1000), I'm sure there are some things you've missed.

Again, thanks for purchasing "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work." I hope you're enjoying it, and that this hintbook increases that enjoyment! If you enjoyed Larry 5, be sure to check out Larry's previous adventures as well as Sierra's other 3-D animated adventure games.

Al Lowe

Creator of the
"Leisure Suit Larry"
series





ompared to today's creation of light-and sound extravaganzas, making an adventure game eight years ago was trivial. A pro-grammer and an artist, doubling as game designers and direc-tors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the "music" was little more than a collection of irritating beeps and clicks. Today, with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a comput-er game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers. Experts agree that if Al Lowe were to have designed, drawn and programmed "Leisure Suit Larry 5" by himself, it would have taken over 300 years...more than 60 times the life expectancy of an entertainment software designer!



s Production Designer, Andy Hoyos set the look and feel for Larry 5's ambitious graphic design. Working with Bill Skirvin (veteran of Larrys 2 and 3) to create a jazzy, contemporary look for the VGA upgrade of the original "Leisure Suit Larry in the Land of the Lounge Lizards," the result was deemed just as appropriate for Larry's latest adventure.

Art Team Manager Cheri Loyd (who may also be seen in "Police Quest III: The Kindred" as Sonny Bonds's wife "Sweet Cheeks Marie") and Art Designer Jane Cardinal oversaw the creation of the backgrounds and animation loops, and helped refine the broad artistic style. The challenge was to give the game its own unique flavor, while maintaining the overall appearance established in the new "Land of the Lounge Lizards." Barry Smith and Roger Hardy (an old hand from Larry 3) added their talents on



the animation side, adding dozens of little touches to give character to those few little pixels. In addition, nearly two dozen artists contributed to Larry 5.

Lead Programmer Brian Hughes (of "Space Quest IV" and "Quest for Glory II" fame) and his able-bodied assistant Carlos Escobar ("Larry 3") spent over six months coding the game, working weekends, nights, and Rosh Hashanah. As is the case with most programmers, they tried to out do each other to make the game as "solid" as humanly possible. With Larry 5, they outdid themselves. Yeoman duty on the programming side was handled by Oliver Brelsford, Steve Conrad and John Hartin.

For the music of Larry 5, Al Lowe and Mark Seibert (Sierra's multi-talented Music Director, who can be heard making announcements

over the airport's PA system) looked to Hollywood. Craig Safan, a composer whose credits include the films "Stand and Deliver," "The Last Starfighter" and the television shows "Life Goes On," "Cheers," "Hitchcock Presents" and "Amazing Stories," was signed to compose a series of original themes for the game. That Craig was willing to forego the usual fame that accompanies Hollywood productions so that he could contribute to Leisure Suit Larry is a testament to the popularity of the series.

Chris Brayman, who created the hilarious music throughout the revamped "Leisure Suit Larry 1," also contributed substantial musical material to Larry 5. His compositions (and Craig's) can best be heard by using the boom box in the Tape room at PornProdCorp.

And would this summary of Larry 5's VIPs be complete without mention of Al Lowe? Yes.



General Questions

Who is higher, a Brigadier General or a Major General?



How can you remember that?



Al, how come you have so much General Knowledge?



Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?



The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?



What are these icons all about, anyway?



I've never seen a Fast Forward icon before. What does it do?



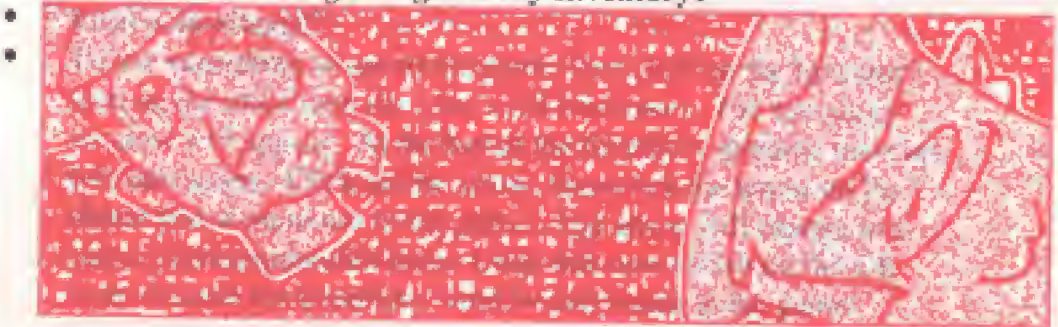
What's the zipper for?



How do I know what I have in my Inventory? What is an Inventory?



How do I use something I've got in my Inventory?



How do I save my game?





General Questions

Who is higher, a Brigadier General or a Major General?

- In order of ascending importance: Brigadier General, Major General, Lieutenant General, General. Does that answer your first general question?

How can you remember that?

- Easy. "Be My Little General." (BMLG). Brigadier, Major, Lieutenant, General.

Al, how come you have so much General Knowledge?

- Easy. I was a General. A long time. (I just don't know anything...yet!)

Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?

- Yes.
- Your step-by-step How to Win Guide told them skipping directly looking through the book for questions in the area that's interesting to you!

The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?

- No. Do you have a "Screen Game Manual"? If not read it. It describes many variations like this.
- If you have a monitor, make the screen fit the screen by the screen bar will appear. If you're playing with a broadcast monitor it will make the bar appear. Or, press the FSC key on the front of your monitor keypad.

What are these icons all about, anyway?

- The icons are your guide to the world of Game Letter and Password Panel. Read your "Screen Game Manual" to find out what they do.
- To learn what the icons do, select the Question icon and that question mark will be as relevant to you.

I've never seen a Fast Forward icon before. What does it do?

- It lets you fast forward.
- You can only fast forward through the non-interactive portions of the game. You have to play through the strategy portions.

What's the zipper for?

- It's a zipper.
- What's a zipper? (smile)
- If you're unzipping, you're either trying to remove a worn clothes or show something to someone. (smile) (I don't mean business).

How do I know what I have in my Inventory? What is an Inventory?

- Select your Inventory with all icons like a hand icon. A window will appear showing everything you got out of your. To look at or manipulate an inventory object, move it with the eye icon or the hand icon. When in the inventory window, use the icons attached to that window.

How do I use something I've got in my Inventory?

- Read your manual!
- To use something you got in the game, first click on the Inventory icon on the main form bar after the game process. The inventory window will appear. At the top of the inventory window, there are five icons. Click on the arrow, then click the arrow on the object you want to use in the game. The arrow will change to a circle representing that done. Click that now button on the OK icon to close the inventory window and return to the game.

How do I save my game?

- The game is beyond saving.



Where can I see how many points I've accumulated?



One thousand points? You must be yanking my chain.



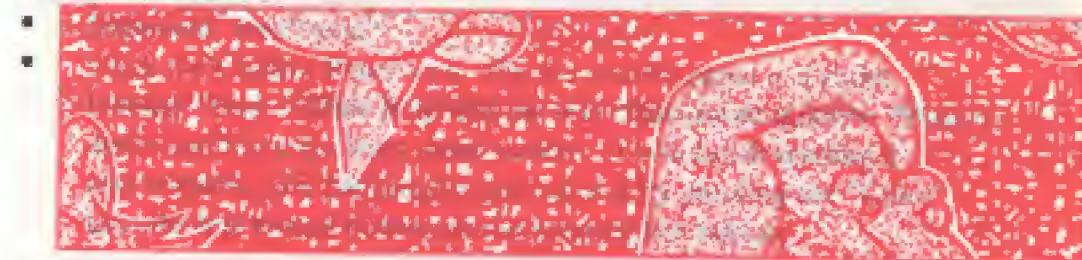
Larry walks too slowly. Can I speed him up?



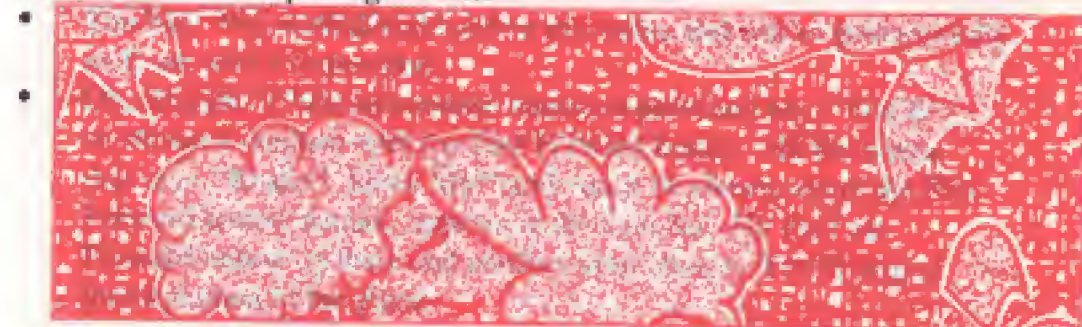
Larry walks too quickly. Can I slow him down?



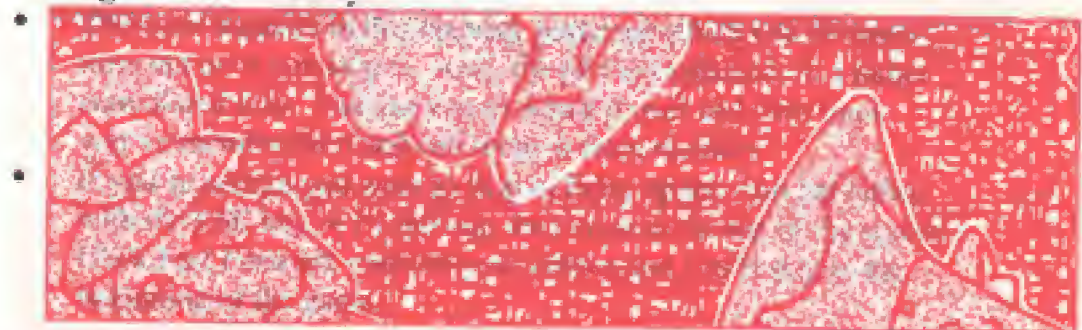
The text windows go by too quickly. The text windows go by too slowly. Fix it. Fix it now!



I'm tired of these opening credits.



I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!



I forgot my password! Or...

My Dad doesn't really care if I play this game! It's okay with him, I bet. How do I get around that password stuff?



LARRY'S PARTS

PORNPROD CORP

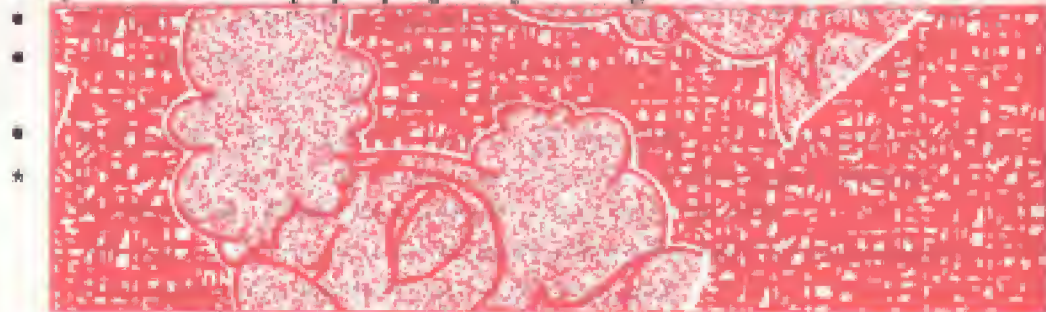
I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?



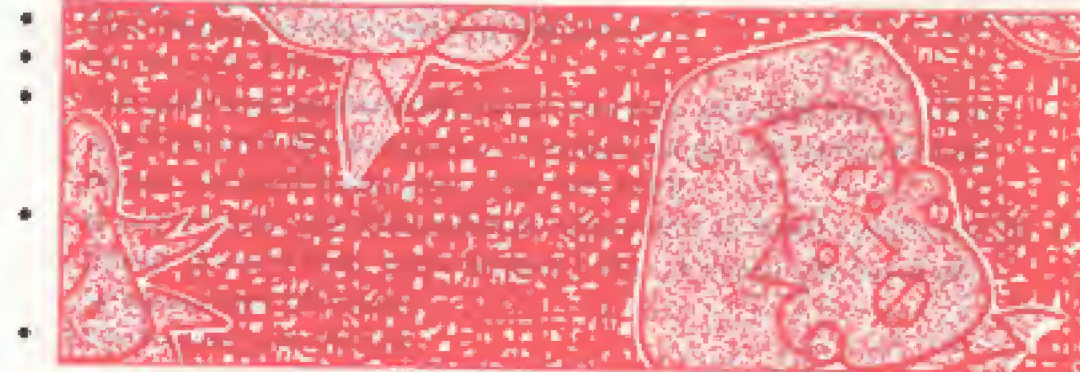
Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.



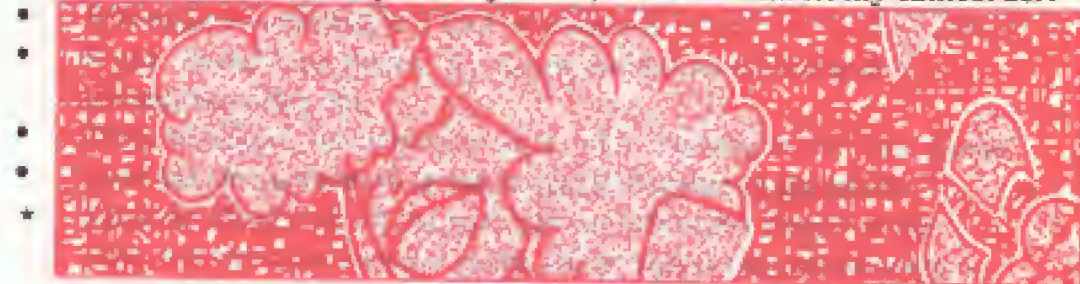
Why can't I videotape people just by clicking the camcorder on them?



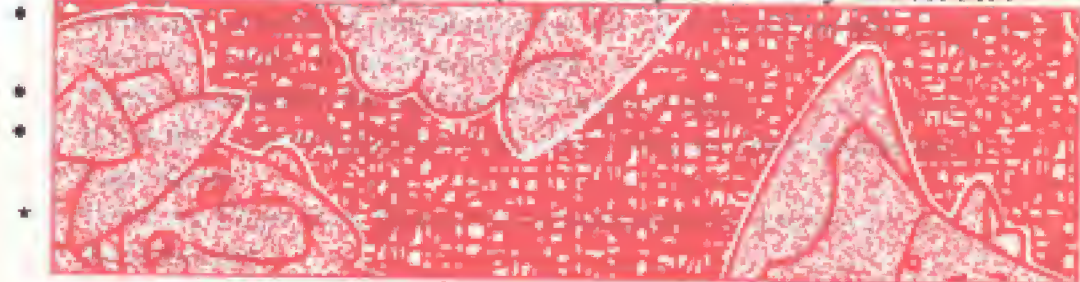
I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?



There are piles of videotapes everywhere, but none that fit my camcorder.



I found the correct videotapes; why won't they work in my camcorder?



When I look at my camcorder, it tells me it's not charged. How do I go about changing that?



LARRY'S PARTS

PORNPROD CORP

I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?

Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.

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When I look at my camcorder, it tells me it's not charged. How do I go about changing that?

I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?



I can't tell which tape is which. These tapes all look alike to me!

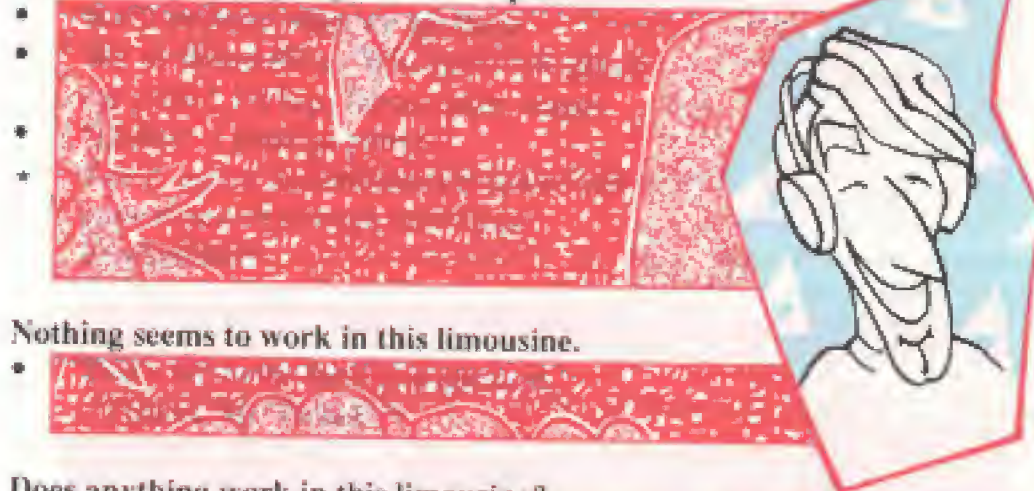


I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.

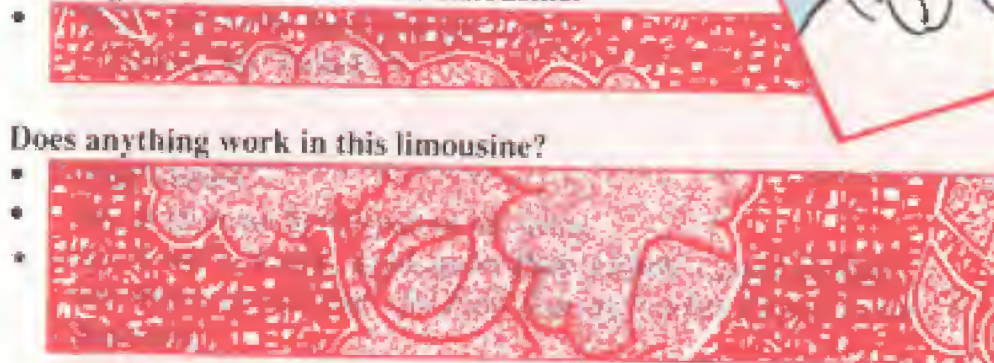


LARRY'S LIMOUSINE

When are we going to get to the airport?



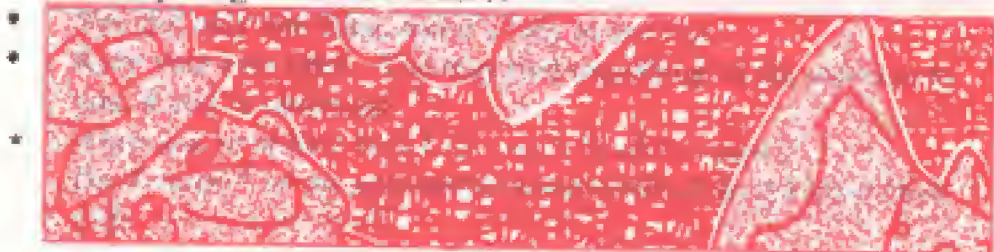
Nothing seems to work in this limousine.



Does anything work in this limousine?



Is there anything I can find in here?



How do I tell my chauffeur where I want to go?



I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?

- Find an outlet. (And I don't mean Ethical Source Therapy.)
- Where have you seen anything electrical?
- There's an electrical outlet on the wall by the coffee maker at PornProdCorp, and there are also outlets at every airport, on the west wall of the west room.
- Select the battery recharger from inventory and click it on an outlet to plug it in.
- Select your camcorder from inventory and click it on the plugged-in battery recharger.
- The camera's battery is so little, it only takes 3 minutes to charge. While in the inventory window, use the Escation device when the camcorder is at 100% power.
- When you reach the Hotel from the car, remember to transfer it and yourself both the camera and the recharger.

I can't tell which tape is which. These tapes all look alike to me!

- Look the live from the "live eye" cam? on the tapes. You will know if a tape is new, degaussed, or already recorded.

I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.

- Have you found the outside of the hotel? (and so the lobby where you started?)
- Have you found the stairs reserved to the residents?
- Have you found your Aerobics Gold Card?
- After you leave the room, and the Aerobics Gold Card is disconnected, will be waiting for you outside the building. Click your Handing the Aerobics Gold Card to return.



LARRY'S LIMOUSINE

When are we going to get to the airport?

- We'll be there when we get there.
- We're almost there. Why don't you get in the game? Perhaps tomorrow, Friday.
- Trouble? I gotta go home!
- You'll arrive somewhere, it can be a bad movie, and everything dirty, like Jerry's limousine!



Nothing seems to work in this limousine.

- That's not in the form of a question. (Thinking Mr. T-style!)

Does anything work in this limousine?

- That's better.
- No, at least not in the part of the game.
- Are you sure? I can make Paul's Party, and possibly I can get to do so that's for sure, and finally what I can do is to do it.

Is there anything I can find in here?

- You'll find only one thing, and it's not in the game.
- Keep your eyes open. You'll find that something is in the game, and it's not in the game.
- What you're looking for is a little bit of a game. But I can't find it in the game, so you'll have to find it in the game.

How do I tell my chauffeur where I want to go?

- If you're going to the airport, you'll have to go to the airport. You're going to the airport.
- Your object is to track down the game, and then you'll be able to find it. How would you know where to find it?
- Do you have anything that you can find?
- Look in the game!

*



AIRPORTS AND AIRPLANES

Be sure to also look under each city for Airport and Airplane hints specific to that city.

*



Huzzah... I've made it to an airport! Now I'm getting somewhere!

*



*

Can I go anywhere from this curb outside the airport?

*



*

I'm at the ATM Machine. What can I do here?

*



*



How do I know which destination to select first?

*



*

The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!

*



*

I'm in the Airport Terminal, but I can't find a gate or a plane!

*



*

When is my plane going to board?

*



*

Once the plane is officially boarding, how do I get onboard?



Is there anything I can do onboard the plane?



I've landed in a new city, but I'd like some transportation out of the airport!



Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!



I'm done with my three interviews, but I don't know where to go to next.



The plane is going to crash!



I don't know how to fly an airliner!



THE HARD DISK CAFE
NEW YORK CITY, NEW YORK

How in the world do I get out of La Guardia?



Is there anything I need to do before I leave this airport?



Got any spare change, man?



All the phones here are broken!



Where do I tell the limousine driver to take me?



Once the plane is officially boarding, how do I get onboard?

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"

Is there anything I can do onboard the plane?

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"

I've landed in a new city, but I'd like some transportation out of the airport!

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
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The plane is going to crash!

- "What if I need your assistance, miss?"
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I don't know how to fly an airliner!

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THE HARD DISK CAFE NEW YORK CITY, NEW YORK

How in the world do I get out of La Guardia?

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"

Is there anything I need to do before I leave this airport?

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"

Got any spare change, man?

- "What if I need your assistance, miss?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"
- "What if I need to be by the front door? Or the back? Or the front? Or the back? Or the front? Or the back?"

All the phones here are broken!

- "What if I need your assistance, miss?"
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Where do I tell the limousine driver to take me?

- "What if I need your assistance, miss?"
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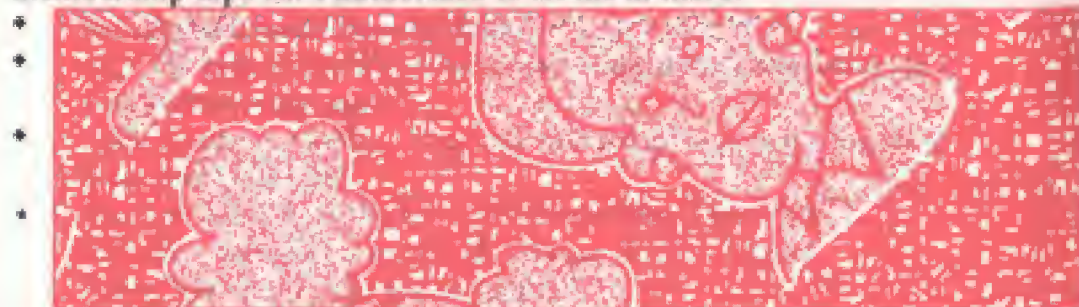
I'm in the Hard Disk Cafe, but I'm not a member, so I can't get past the Maitre D'...or can I?



Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!



Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!



Michelle is sitting just a few feet away from me! What should I do? What should I say? Oh, I'm so nervous!



I can't seem to get anything going with Michelle. Any tips?



I didn't get our little lunch session on videotape. What did I do wrong?



How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?



I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?



- I can't seem to get anything going with Michelle. Any tips?
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I'm in the Hard Disk Cafe, but I'm not a member, so I can't get past the Maitre D'...or can I?

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Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!

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- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?

How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?

- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?

I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?

- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
- I can't seem to get anything going with Michelle. Any tips?
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I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

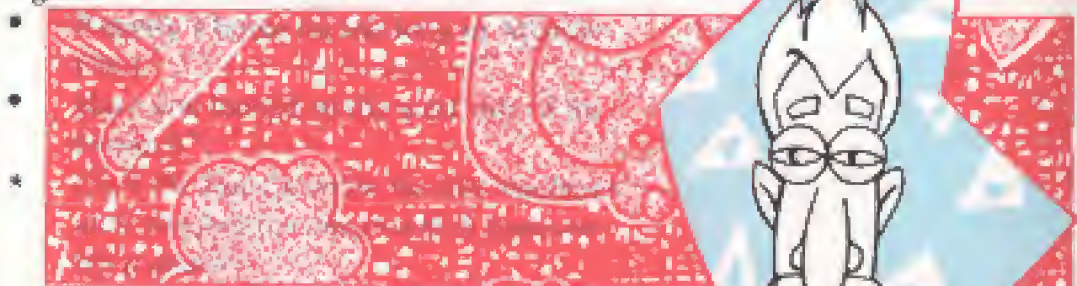


TRAMP'S CASINO AND BOARDWALK
ATLANTIC CITY, NEW JERSEY

I'd like to see more of Atlantic City than just the airport.



Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!



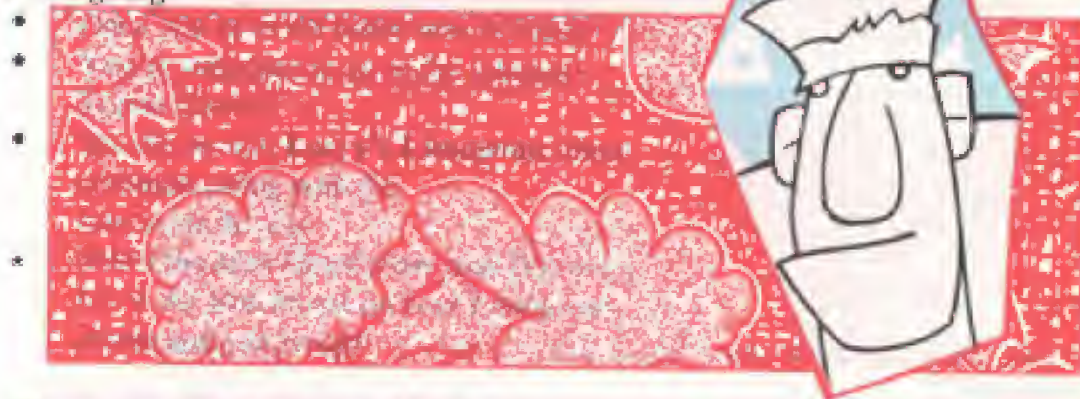
How am I supposed to call a limousine when all the phones are broken?



Is there anything I need to do before I leave this airport?



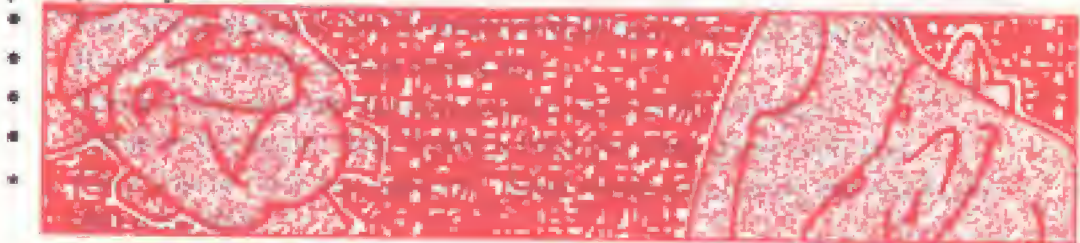
How do I get to wherever it is I'm supposed to be going?



Where can I find that matchbook?



I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!



Can I can play any of the games inside the casino?



I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

- Tell you're not really done at the Cafe yet, you?
- You haven't met Michaela Milken?
- Read the story about getting past the Moore II and getting into the Herman Holmquist room? You have to "bribe" Michaela Milken. Should you call back for HPR?

TRAMP'S CASINO AND BOARDWALK ATLANTIC CITY, NEW JERSEY

I'd like to see more of Atlantic City than just the airport.

- See the question in Airports and Airplanes about getting transportation out of the airport.
- Keep looking up something with ocean to you.
- One of the large ads on the top of your screen has a telephone number for Tramp's Limousine Service.

Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!

- Naturally I broke the two lines in Atlantic City!
- Have you looked on the west side of the terminal?
- Check the third floor on the old building. I will contact the people who can make calls & questions.

How am I supposed to call a limousine when all the phones are broken?

- Who told you all the phones are broken?
- They were wrong.
- Call the Hard Disk Café phone. They'll direct you to work.



Is there anything I need to do before I leave this airport?

- Maybe.
- The word "airport" is charged up.
- If you have the codes on the far west wall of the terminal. See General Questions for more information.

How do I get to wherever it is I'm supposed to be going?

- Check you're in the limousine, not taxi.
- You're supposed to go to the Terminal Tramp Casino.
- See the section Larry's Limousine about communicating with the limousine drivers.
- Meet the Matchbook from your limousine. Click the Matchbook on your limousine driver. And you're off!



Where can I find that matchbook?

- Would you like that information about you?
- It's in Lady's rooming.
- Check the Matchbook that you get from your limousine driver.

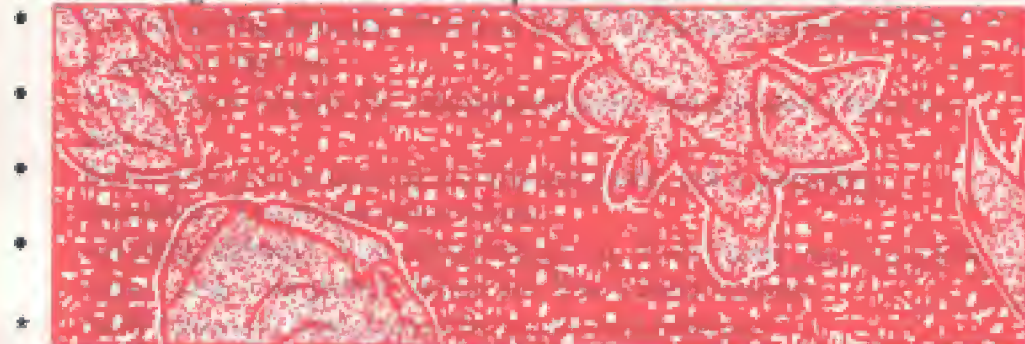
I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!

- Take money with you. There'll be more than happy to meet you all.
- Find the right person to talk to.
- Speak to the woman standing outside the Casino entrance.
- Speak to his team. See if they play a little game with you.
- They will be. All the members. And you'll see how much you can win.

Can I can play any of the games inside the casino?

- You mean (game) gambling?
- Of course you can. The Tramp Casino has Larry's. We wouldn't want you.
- Click the Hand in on one of the many inputted machines.

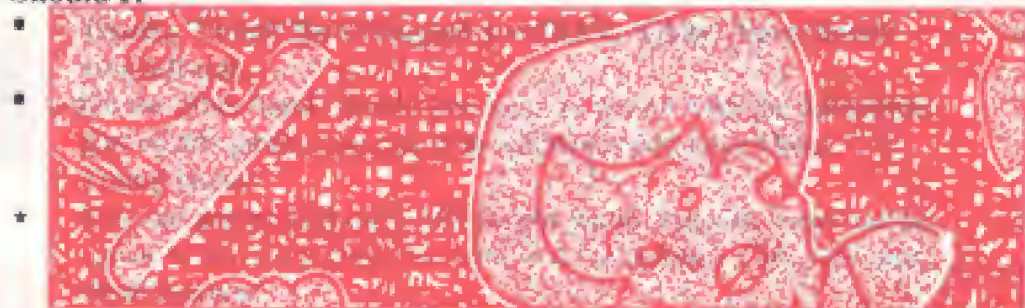
I'm not doing too well at this video poker. What's the secret?



I've gambled away all my money! I'm penniless at Tramp's Casino!



Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?



How long is this Boardwalk?



Am I supposed to try to rescue the volleyball player?



Is there anything I need on the Boardwalk?



I know Lana's around here somewhere, but I just can't find her!



Where is that roller-skate rental place?



How do I get these #)(@#& % ? skates on??



How do I get these \$#@()@#! skates off?



How do I get my deposit back from Ivana?



I'm not doing too well at this video poker. What's the secret?

- I'm not telling, because once you know the whole neighborhood is going to find out.
- You do have to play the video poker game, but you don't have to lose it.
- Remember you're playing a computer game, not a gambling simulation. You might cheat a little.
- "All right, already." You take one bit of. Every time you win a few bucks, save your game. When you lose a hand or two, *Save & Quit* and start over as often as you'd like.

I've gambled away all my money! I'm penniless at Tramp's Casino!

- Only temporarily
- You can set some more traps and keep guarding your wife
- *Return to the game, get a piece of the treasure. Plus, the game will return you to the game, and you will be able to see the results.*

Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?

- Thomas, I felt Brian Hughes stole the "Olive" sure, Anne's soul from me.
- On the other hand, should you want to enjoy both the adventure part of this game, you don't stop when you have about 7500 Tooty bucks.
- ★ *There are yet to be with some 999 Tooty bucks, but that I have with me. As always, really, you may find the "Olive" isn't a total waste of money.*

How long is this Boardwalk?

- * Truth: If your number is about 0.7, only about 7 will
- * Survive!
- * There are more than 1000 people who have died from this virus.

Am I supposed to try to rescue the volleyball player?

- * $\gamma \in \mathbb{R}$
- * But specify it also takes a *list* of *arguments*
- * $\gamma(f)$ calls *f* with the arguments γ in sequence: $f(\gamma[0], \gamma[1], \dots, \gamma[n-1])$
- * γ is a *gamma*. *Gamma* is a *list*.

Is there anything I need on the Boardwalk?

- No full-throttle something you tried to one of the stores on the Boardwalk.
- Walk far enough down the Boardwalk and you'll come to Union Skates. Etc. Walk on by.
- You'll eventually reach a point of no return where you'll find your 200 Pound bag.

I know Lana's around here somewhere, but I just can't find her!

- She can usually be found slatting somewhere on the Boulevard.
- To find her, you must always at Ivan's. That's even on outside.
- She'll answer until you run her.
- Look for her in the middle of the day. When you're heading into the city, call her name.

Where is that roller-skate rental place?

- * *if possible, borrow a page from Example 4.10.*
- * *if not, follow Example 4.10.*

How do I get these #)(@#\$)& %? skates on??

- * Don't throw a tantrum just because!
- * I want you to let me put them on either way. Find a photo outside
- * I want to be the *historically* *most* the *strongest* *of* *my* *own* *people* *again*. Click the *coldest* *water* *on* *your* *bill*. Click the *Wedge* *on* *the* *disposition* *to* *set* *up* *and* *stay* *again*.

How do I get these \$#@()@#! skates off?

- 'Would you tell me about your language?'
- Take them off the same way you put them on
- 'I can't come when you call on me with the great frequency. I can't come and look at you as you wish - you'll have to do as the men do in these other foreign towns.'

How do I get my deposit back from Ivana?

- give her back her property
 - Remove your shoes, then walk into her shop
 - Remove the skates from inventory and check them out for her
- Give her back to her. She'll give you back part of your money. After she passes on the diamond, you're done.



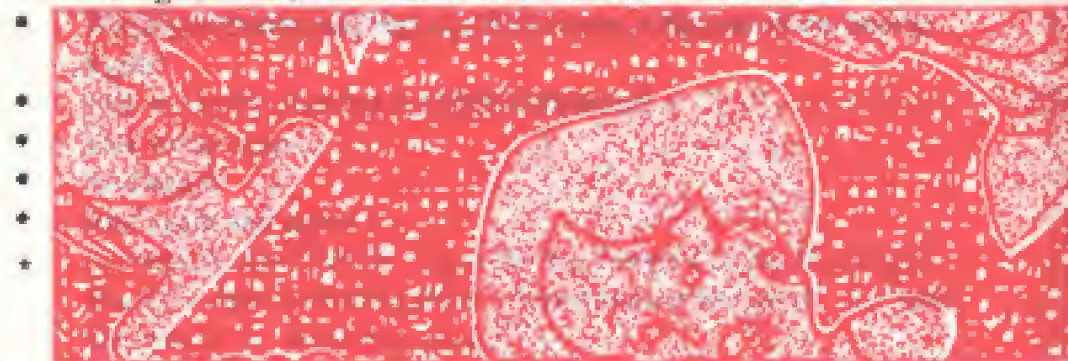
“Help! I’m swimming, and I can’t get up!”



Lana doesn’t seem to acknowledge me. Is it my breath?



I’m talking to Lana, but she doesn’t seem interested in me.



The bouncer won’t let me enter the Ballroom in the Casino!



I can only watch Jennifer Jiggle in the Ballroom!



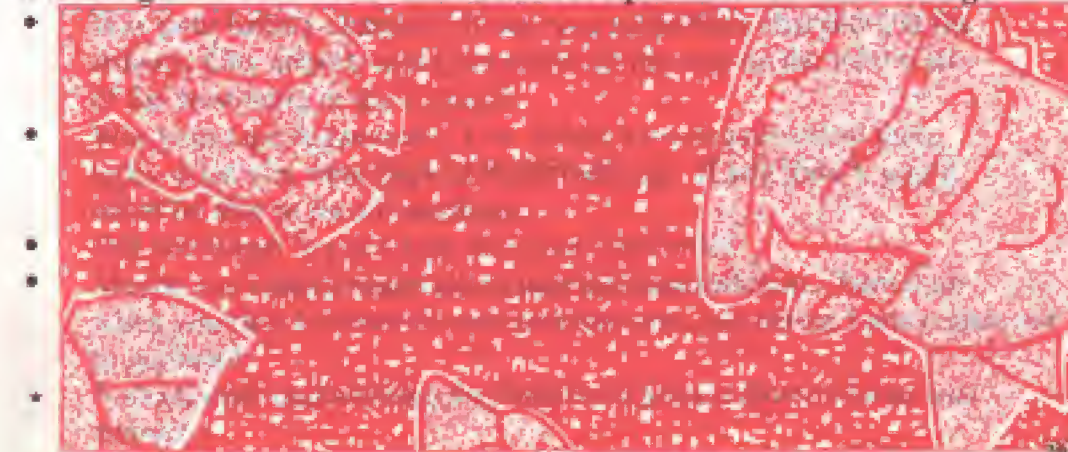
Lana just stands ankle-deep in mud, deriding my manhood.



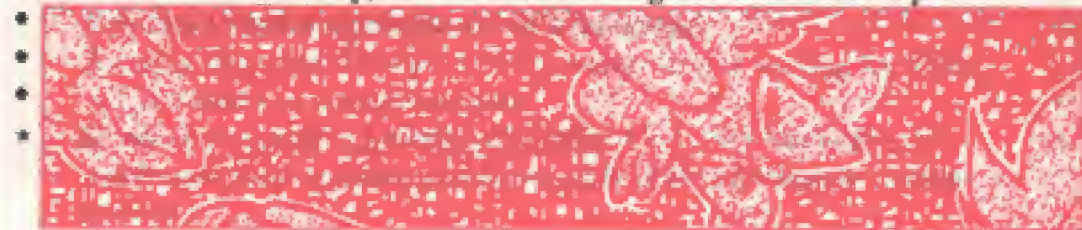
I’m getting down and dirty in the mud with Lana, but there’s body parts all over the screen! What am I supposed to do about that?



I didn’t get our little mud tussle on videotape. What did I do wrong?



I'm done in Atlantic City, I think! How do I get back to the Airport?



I have this nauseating feeling I forgot to do something in Atlantic City.



DOC PULLIAM'S DENTAL HYGIENE HEAVEN
MIAMI, FLORIDA

I want out of this airport. It's full of depressing references to very old people and drug addicts.



Buddy, can you spare a quarter (or two)?



There's got to be a phone I can use here somewhere!



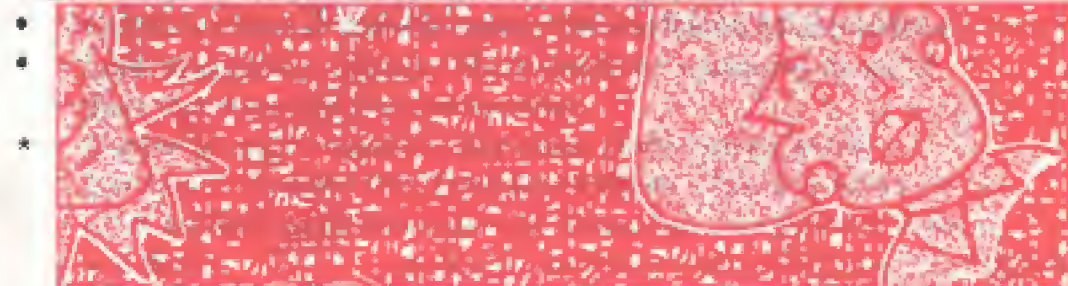
I don't have the money to pay the company I just called!



Where do I find what I just purchased over the phone?



Where should I tell the limousine driver to take me?



Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!



The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?



That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?



I'm done in Atlantic City, I think! How do I get back to the Airport?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

I have this nauseating feeling I forgot to do something in Atlantic City.

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

DOC PULLIAM'S DENTAL HYGIENE HEAVEN MIAMI, FLORIDA

I want out of this airport. It's full of depressing references to very old people and drug addicts.

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

Buddy, can you spare a quarter (or two)?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

There's got to be a phone I can use here somewhere!

- I need to find a taxi or a limousine to take me home.

I don't have the money to pay the company I just called!

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

Where do I find what I just purchased over the phone?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

Where should I tell the limousine driver to take me?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?

- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.
- I need to find a taxi or a limousine to take me home.

•



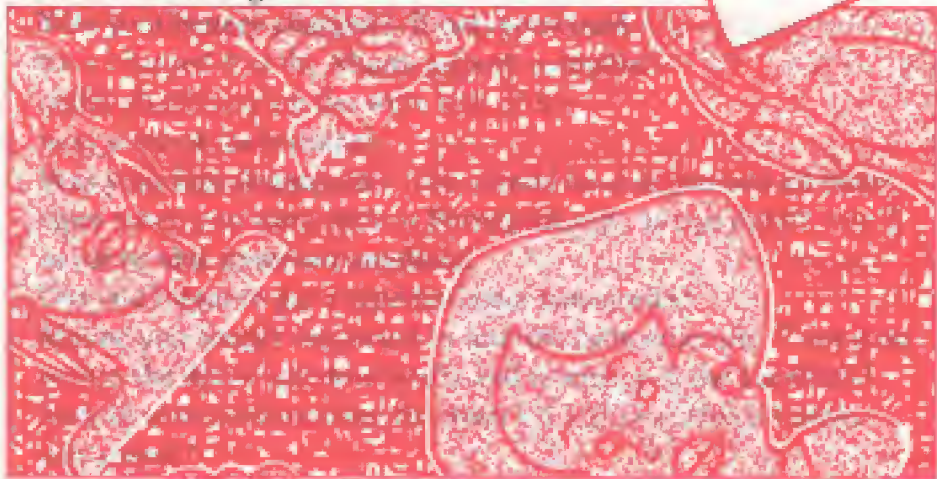
What's that you say? She wants what? I don't have one of those!

•
•
•
•
•



I didn't get our gymnastics session on videotape. What did I do wrong?

•
•
•
•
•
•
•



Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?

•
•
•
•
•



Patti's Parts

F.B.I. HEADQUARTERS
WASHINGTON, D. C.

Commander Twit is just standing there, watching me. What do I do here?

•
•
•



Should I copy down all this information Commander Twit is giving me?

•
•
•



I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.

•
•
•
•
•



The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.

•
•
•



- ★ *Lower your head. What green card? She needs a passport!*

What's that you say? She wants what? I don't have one of those!

- Did you explore the airport thoroughly?
- In particular, did you read all the advertisements?
- Did you make two phone calls?
- ★ *Check the overhead signs at the airport more carefully.*

I didn't get our gymnastics session on videotape. What did I do wrong?

- Was your battery charged? If not, you could have charged it at the Miami airport, using the outlet all the way on the west wall of the west end of the terminal.
- Was your tape degaussed? You should have degaussed all three tapes when you were back at PencilrodCorp. If you didn't, you'll never be able to record anything!
- Did you forget to put 5-tape into John's camcorder?
- Make sure you simply neglected to turn the camcorder on. Turn it on before the things you do next and watch for the LCD panel!
- ★ *Nobody ever said recording from America's Next Top Model is easy.*

Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?

- Are you positive?
- Are you absolutely sure?
- It could then go back upstairs to the Doctor's office and use the phone. It's sitting on a table on the left.
- ★ *Take the number of the limo. You may need it to get away from the airport.*



Patti's Parts

**F.B.I. HEADQUARTERS
WASHINGTON, D. C.**

Commander Twit is just standing there, watching me. What do I do here?

- He is waiting to see if you have the machine in your lab.
- Explore the area.
- ★ *In particular, look for the X-ray room on the basement of the level. When they've demonstrated their latest process to make a shoe print in 100 hours.*

Should I copy down all this information Commander Twit is giving me?

- Use your notepad.
- What do you usually find?
- ★ *Wipe your notepad and your mind. Take all notes.*

I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.

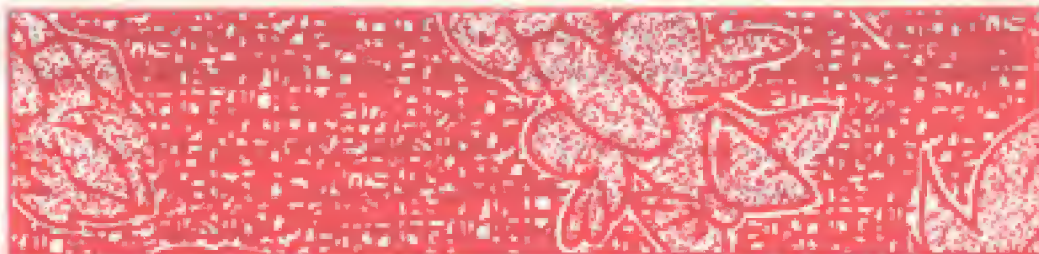
- Do a little more exploring.
- There are several items you could use.
- Find the DataMan™ and the two DataPaks sitting on the counter next to the computer.
- Find the Hooter Shooter among pieces of 25-centers.

The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.

- You should be on track.
- Well—there is a machine—er, ah, son of them!
- There's no sonic transducer! You're just reading the label to see what uniting use to speak information we would give you.



★



Okay, am I done here yet?

★



PATTI'S LIMOUSINE

How do I tell Bobby where to take me?

★



I'd like to use my DataMan™ but can't.

★



May I receive and send faxes?

★



I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?

★



Can I use the phone?

★



Who should I investigate first?

★



Is there anything in this limo that I need?

★



The fish is making rude comments about my perfume.

★



"K-RAP RADIO"

PHILADELPHIA, PENNSYLVANIA

How did I get here?

★



Okay, am I done here yet?

PATTI'S LIMOUSINE

How do I tell Bobby where to take me?

I'd like to use my DataMan™ but can't.

May I receive and send faxes?

I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?

Can I use the phone?

Who should I investigate first?

- * *United States v. D. J. Williams*, 1996 WL 1000000 (S.D. Cal. 1996).
- * *U.S. v. Williams*, 1996 WL 1000000 (S.D. Cal. 1996).

Is there anything in this line that I need?

The fish is making rude comments about my perfume.

"K-RAP RADIO"
PHILADELPHIA, PENNSYLVANIA

How did I get here?

I'm outside of K-RAP. What a tiny building! This should be a cinch.



How do I get into Mr. Krapper's office?



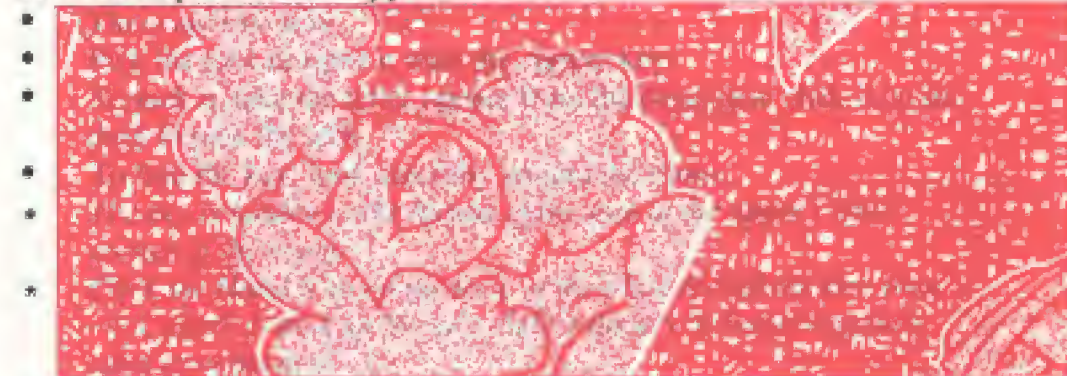
I'm inside Krapper's office. It sure is swank! But what am I looking for?



I can't leave! The receptionist will blow my cover!



How do I open John Krapper's desk?



What do I need from John Krapper's office?



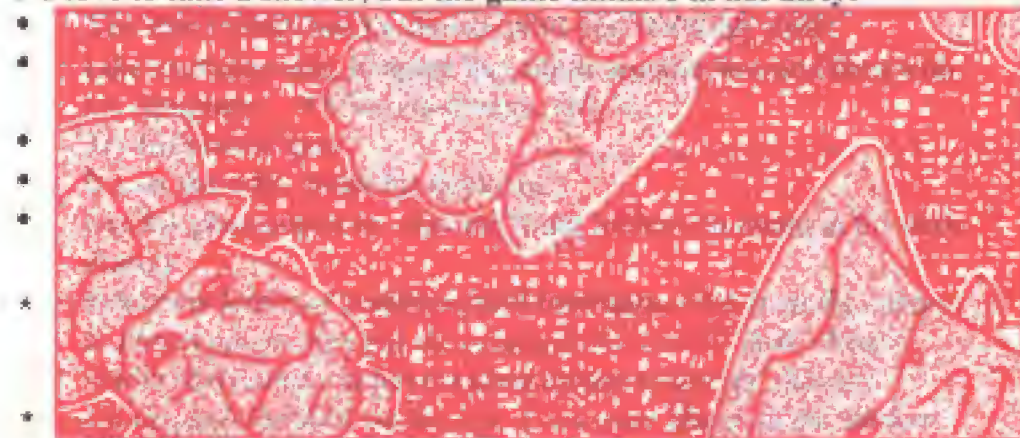
Why can't I remove that evidence from John Krapper's office?



How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.



I'd love to take a shower, but the game thinks I'm not dirty!



I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?



I'm outside of K-RAP. What a tiny building! This should be a cinch.

- If it's such a cinch, why are you reading this hint?
- Appearances can be deceiving.
- *K-RAP is built into the side of a mountain. Just wait. It'll call you inside! There's punch more there than meets the eye, com!*

How do I get into Mr. Krapper's office?

- The receptionist won't let you in, so don't wait for her.
- You must have the correct access code for his office door.
- Fortunately, you have it in your possession!
- Have you committed closely your K-RAP information? While in the Inventory window, look at the box of the DataMan™ with the K-RAP DataPack inserted. You'll see the access number.
- Enter that access number into the keypad beside his door.
- *Click your Hand icon on the little control panel to use John Krapper's office door.*

I'm inside Krapper's office. It sure is swank! But what am I looking for?

- Evidence, remember?
- Search around; all the evidence is inside his locked desk.
- *I find a way to unlock his desk.*

I can't leave! The receptionist will blow my cover!

- You'll have to sneak out another way.
- But you can't do so until you've collected some evidence for DeGroot back at F.B.I. HQ.

How do I open John Krapper's desk?

- There are two ways.
- Pick the lock or open it with the correct key.
- To pick it, take the letter opener from the desk, then click it on the desk to pick the lock.
- To find the key, look carefully around the room.
- *The key is hidden in the corner of the room on the upper level corner of the room.*
- *Click the Hand icon on the back of the panel to put the key then move closer to pick up the key. Select the key to DeGroot. Then click down the door.*

What do I need from John Krapper's office?

- An access code that will admit you to another area of K-RAP.
- I unlock the desk, open the drawer and look inside.
- Guess your H for I what you carry with a number on it. Wrong? Down!
- Then examine the desk further.
- *I get some new lettering thing folder filled with the remaining evidence!*

Why can't I remove that evidence from John Krapper's office?

- Don't you think he'd notice his things missing?
- Didn't your Mother teach you to put your good toys where you're doing playing with them?
- *We have to be serious where you find them.*

How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.

- There is an exit, but it looks like something else.
- *That should do it, but remember, watch it, remember!*
- *Use the elevator to the basement and it's out.*

I'd love to take a shower, but the game thinks I'm not dirty!

- You don't really need a shower until you're visibly dirty.
- I like to see it else. Krapper has a little trouble now and then with his equipment. It may disappear, and...
- Try the window open.
- OK on the wall, under his bookcase.
- I see his microscope to copy the thing, but it's not in his desk drawer.
- *Search the folder of evidence from Inventory to look it on the copies to prepare. Click then put the microscope in his desk. Now you can use another key to find a hole to use the shower!*
- *Use enough distance on the fact. Click your Hand on the shower.*

I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?

- Get back upstairs.
- Oh, sorry, sorry. You can't do that. Better stay downstairs.
- *There is a door down at bottom right next to the elevator. Click on the Hand icon on the panel to use the door.*

Since I'm missing my clothes and everything in my Inventory, shall I restore to an earlier game? Should I find another way to handle that shower?



I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?



I've found Control Room B, but I just can't get into it.



I'm inside an empty control room. Is there anything to do in here?



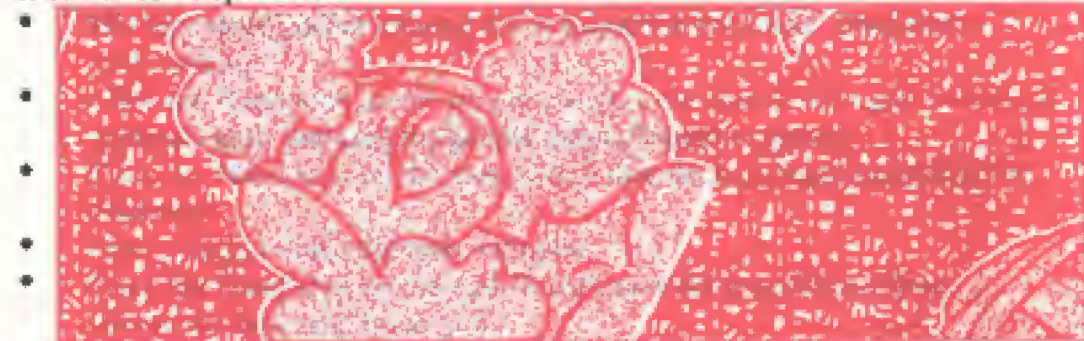
Exactly how do I gather evidence while in this control room?



I have no tapes that fit these recorders.



My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"



P. C. Hammer locked me in here! How do I escape?

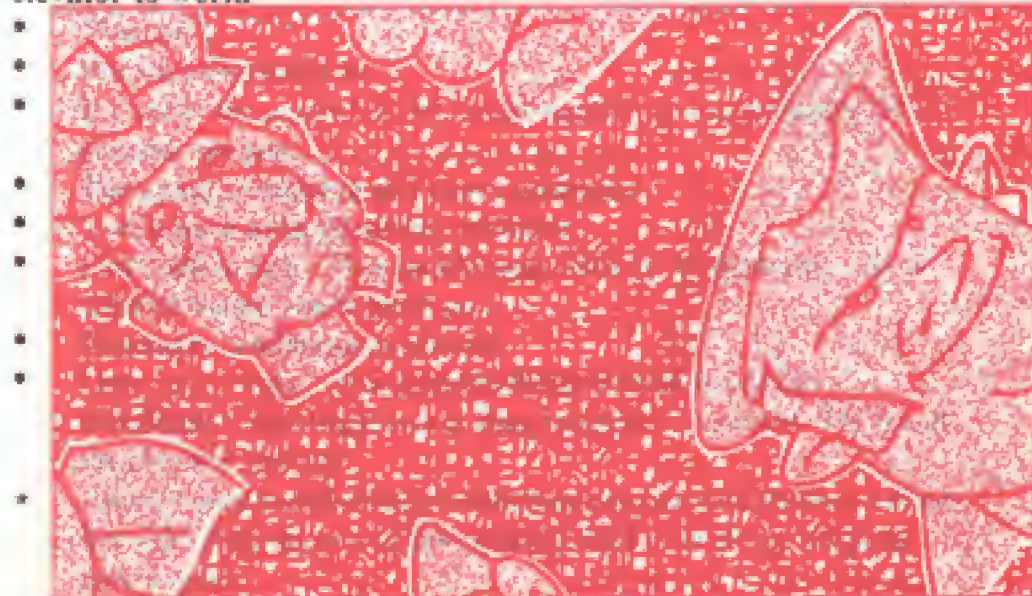


"DES REVER RECORDS"
BALTIMORE, MARYLAND

How did I get here?



I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.

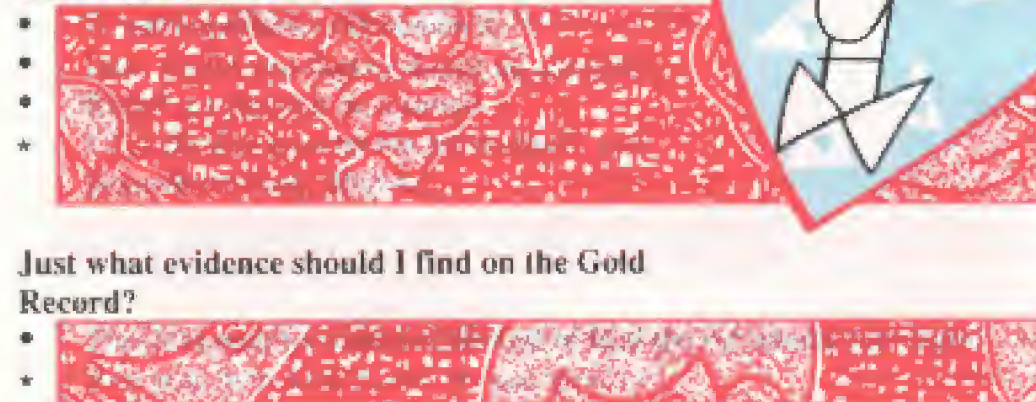


- You can open either—and only one—of the even-numbered doors.
- If you choose to open door B, on the far side of the right assembly—on the access to the cattle shed, this assembly:

I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?



I finally got myself a Gold Record! Now what do I do with it?



Just what evidence should I find on the Gold Record?



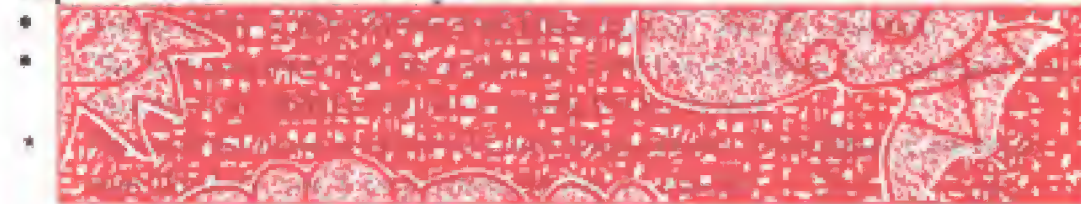
How do I operate the stereo?



Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.



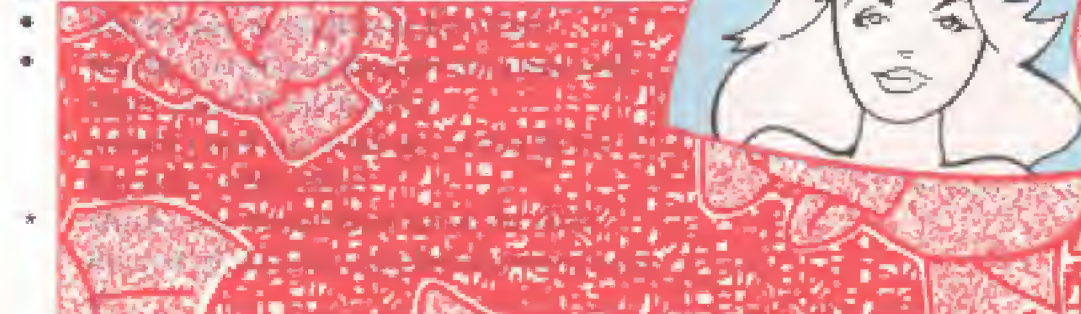
I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?



I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.



I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?



I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?

- *What's a lobby?*
- *Just look the Walkman up the nose of the Security Guard outside the door.*
- *However, there are certainly other things to be done in this highly fancy, noisy room, and you'd better do them now, because the Security Guard will come if you do more than a few minutes.*

I finally got myself a Gold Record! Now what do I do with it?

- *Do not squander it on a waste of time.*
- *How would you find evidence on a record?*
- *Right? I used to be a dancer.*
- *After the Security Guard discovers that you've squandered the record, Reverse*



Just what evidence should I find on the Gold Record?

- *Play it in both forward and reverse to hear the oblique messages.*
- *Place it in front of a T-V or a N-gate speaker.*

How do I operate the stereo?

- *Click the Hand icon on the stereo to get a close-up.*
- *Turn the frequency on each of the buttons to see what they do.*
- *For the Gold Record on the turntable, by selecting it from the top row and clicking it on the turntable.*
- *Slide the record spinning to click the Hand icon on the appropriate button. Click the Hand icon on the turntable to place from the record.*
- *When you are sure you've heard all you need to hear, press the reverse button and play the record backward.*
- *Click the Hand icon on the TS button to listen to the record at 75 RPM backward.*
- *Click the Forward button to hear it at 75 RPM forward.*
- *Press the Stop button and slide the turntable to stop spinning.*
- *Take the Gold Record with care.*

Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.

- *You didn't listen to your cases, did you?*
- *You're supposed to be filling in for a studio musician.*
- *Put the large evidence on the left corner of the case. Click the Hand icon on it.*

I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?

- *Not to worry, Uncle Al has it all taken care of. And the year has.*
- *The first two takes will be worthless. Don't waste what if I had loved him clicking your Hand everywhere along the keyboard.*
- *Through the miracle of the Al from a single Home Controller, you can now play any, and I be getting into a groove!*

I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.

- *There are two ways to get some evidence, called Keynote Tracks.*
- *One is to simply do what comes naturally.*
- *When you're with Reverse in the Control Room, click the Zuper icon on both Hand and turntable like its course.*
- *Another way is to just look and talk and talk to them.*
- *For the best way, click the Zuper icon on the turntable and the Hand icon on the turntable.*

I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?

- *Maybe you're suspicious by nature.*
- *Maybe you played through the game and heard yourself say things you couldn't find any evidence to back up. Reverse's word of office.*
- *Maybe you should now return the tape to the old man, the man who found it.*



AT THE WHITE HOUSE

This is a long sequence! Is there anything for me to do here?



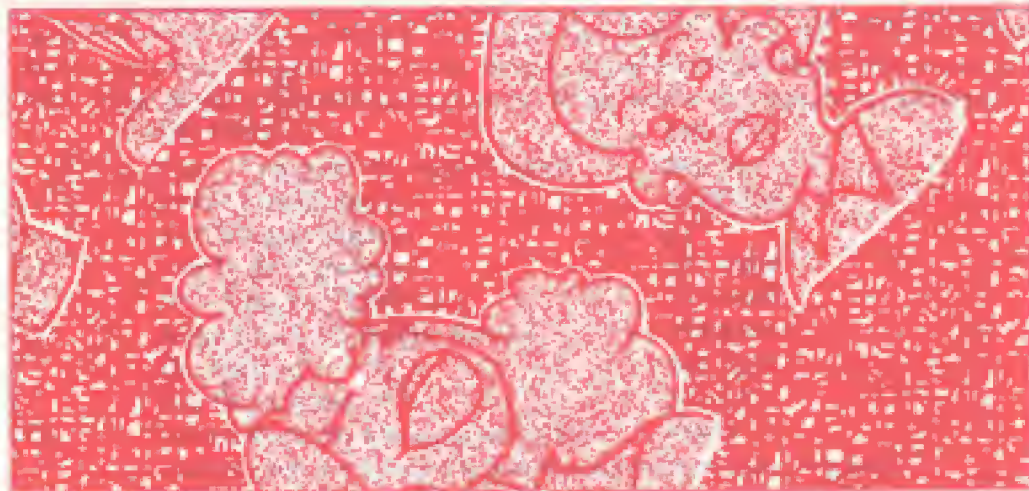
Uh-oh! I'm being held at gunpoint! What to do, what to do?



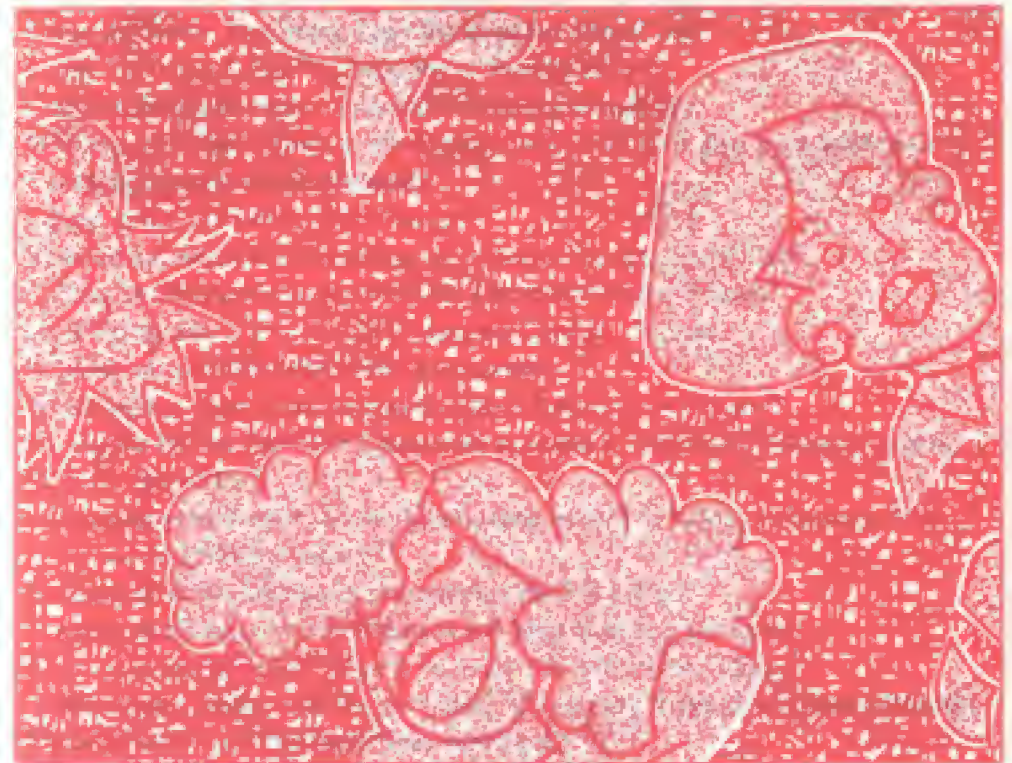
When You're Finished

WARNING! Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

Important Numbers



Have you tried...



AT THE WHITE HOUSE

'This is a long sequence! Is there anything for me to do here?'

Uh-oh! I'm being held at gunpoint! What to do, what to do?



When You're Finished

WARNING! Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

Important Numbers

Have you tried...





LARRY'S OBJECTS

OBJECT

WHERE FOUND

WHERE USED



PATTI'S OBJECTS

OBJECT

WHERE FOUND

WHERE USED



DESCRIPTION

MINIMUM NORMAL

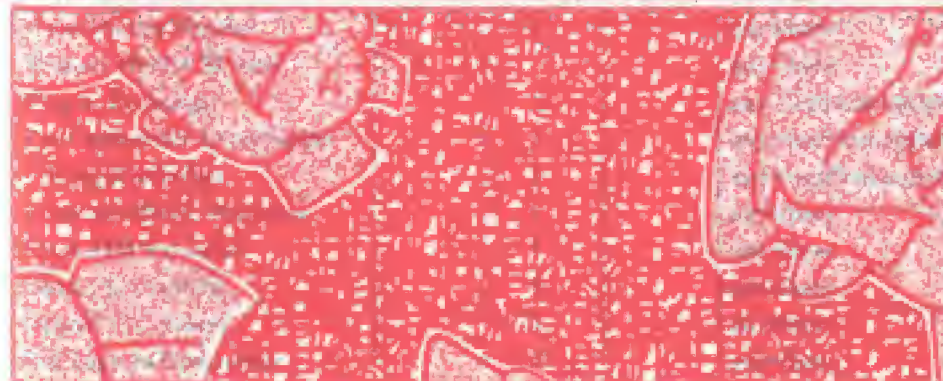
BEST

POINTS

POINTS

POINTS

WHERE



LARRY'S OBJECTS

OBJECT	WHERE FOUND	WHERE USED
Pocket Encyclopedia		
Concurrence	Beginning of game	Doc Pullman's Casino HED
Battery Recharger	Your room at PornProdd Corp	PornProdd Corp. support
Three VHS Tapes	Your room at PornProdd Corp	Doc Pullman's HED
Airport Gold Card	DMV room at PornProdd Corp	Outside of all four airports
Three Linnell's Resumes	File room at PornProdd Corp	Inventory: Outlets only
HED - Napkin	Michael Milken's Room	Linnell's
Trump Casino Matchbook	Long Linnell's Resume	Linnell's
Doc Pullman's Card	City Cit Linnell's Resume	Linnell's
Airport Magazine	Airport Southwest Pocket	Read it anywhere
Bus Center	New York Linnell's	Concourse, Hard Disk Cafe
Carrot Center	Inside Day Trader	Hard Disk Cafe
Cash	Inside Day Trader	Hard Disk Cafe
A Quarter	Carster at NYC Airport	Airport Telephone
Two Quarters	Cigarette Machine in Miami	Airport Telephone
A Quarter	Slot Machine at Airport	Airport Telephone
HED - Membership Exp.	Hard Disk Cafe Lobby	Hard Disk Cafe Outlets
Daily	Dr. Pullman's Office	Dr. Pullman's Office
Trump Silver Dollar	In front of Trump Casino	Trump Casino, Esmer's Skat
Router location	Lyons's Skat	Trump's Skat

PATTI'S OBJECTS

[illegible][illegible]

DESCRIPTION	MINIMUM	NORMAL	BEST	WHERE
	POINTS	POINTS	POINTS	
				

	MINIMUM	NORMAL	BEST	
DESCRIPTION	POINTS	POINTS	POINTS	WHERE
				

DESCRIPTION	MINIMUM NORMAL		BEST	WHERE
	POINTS	POINTS	POINTS	



DESCRIPTION	MINIMUM NORMAL		BEST	WHERE
	POINTS	POINTS	POINTS	

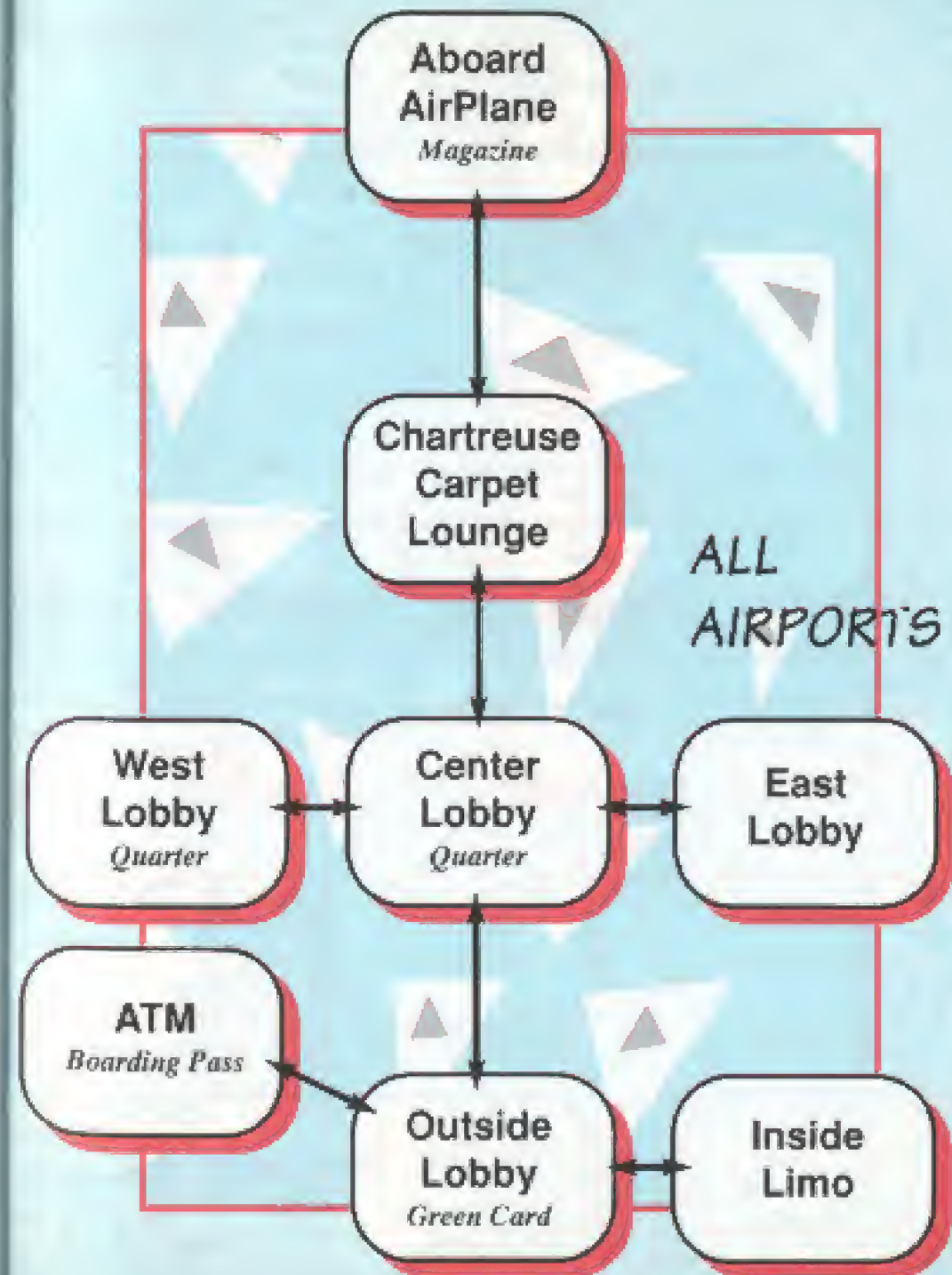
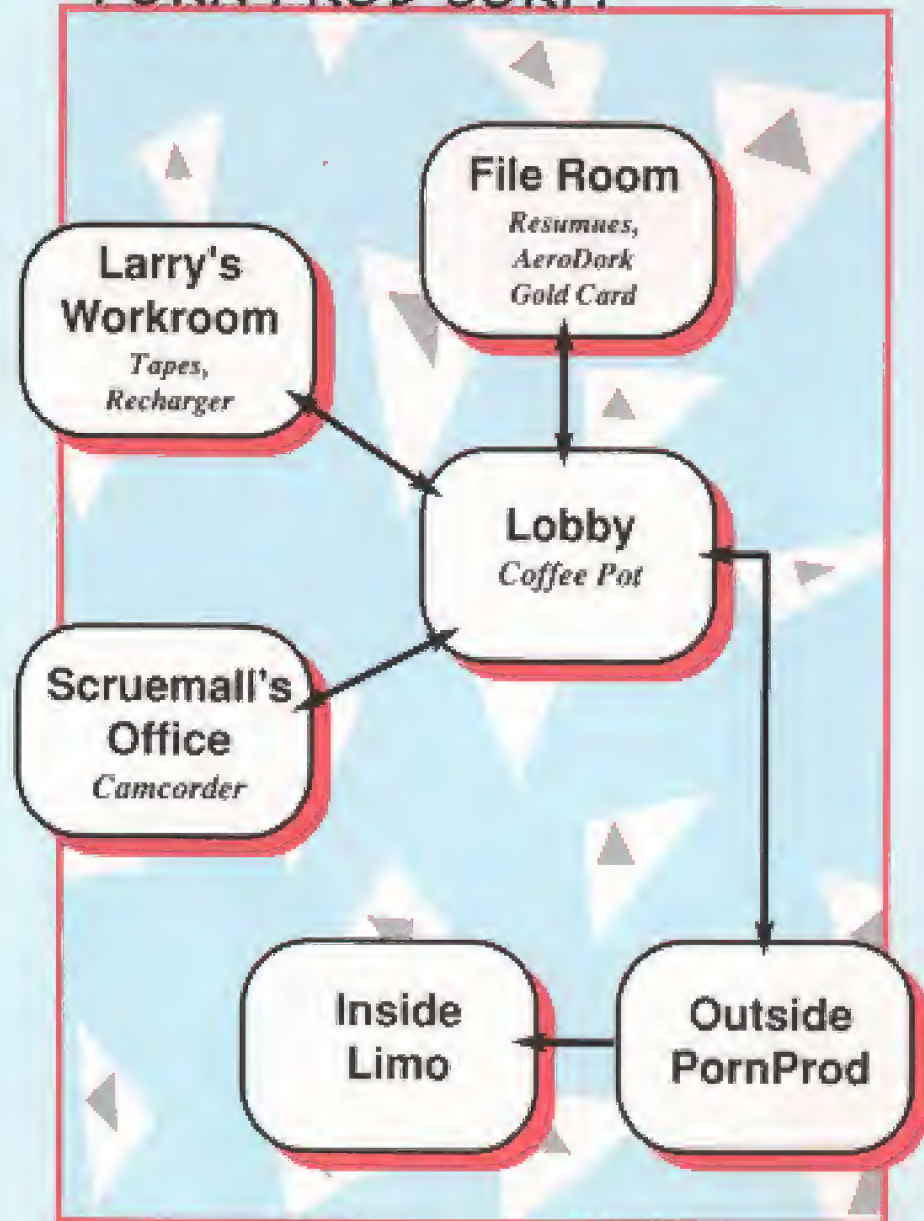


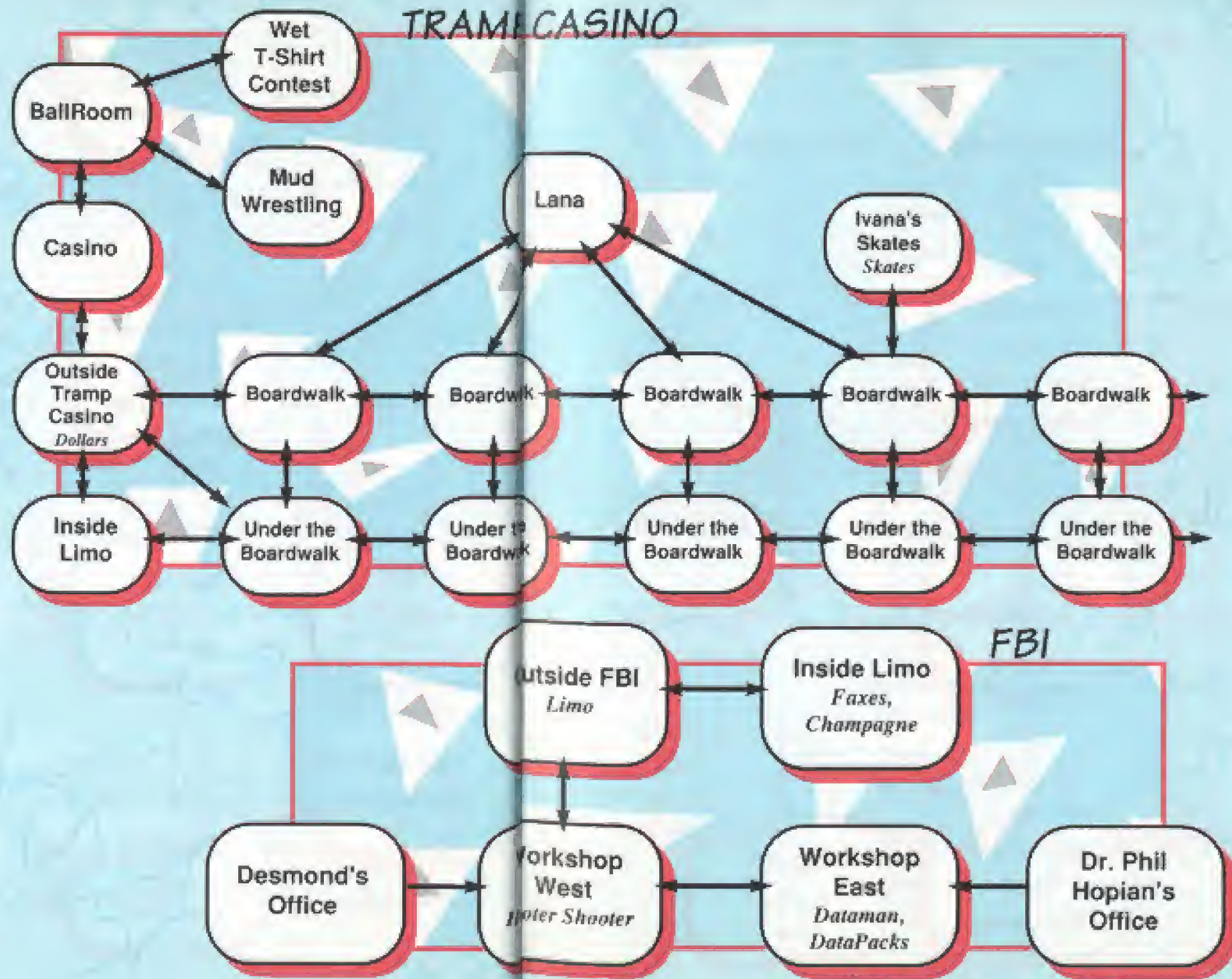
DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Zipper Blade	10			Don Becker control Room
Link To Blair	10			Don Becker control Room
Get Venned From Front Back		40		Don Becker control Room
Get money from Computer (Get)				outside Training
Place Unarmed Get 1000		2		outside Training
Play Tunes		4		Training
Play Hammer		12		Training hallways
Set Recorder (single song)		4		Training hallways
Leave 1 person		40		Training hallways
Remove Radar		20		Training hallways
Mini Game		4		Training hallways/Part 100
Robot Skates		4		Training hallways/Link To
Link				Training hallways/Link To
With 5 with 1000			8	Training hallways/Link To
Get Skates With Money		4		Training hallways
Remove Skates		8		Training hallways
Enter Krappner's Office		1		Krappner's Office
Get Light 1 person		4		Krappner's Office
Put Link on Krappner's Desk		5		Krappner's Office
Open Krappner's Desk	4			Krappner's Office
Link to Krappner's Desk		5		Krappner's Office
Get Link Key from Behind Door		10		Krappner's Office
Link to Krappner's Desk		11		Krappner's Office
Get Folder from Desk		12		Krappner's Office
Link (make Link)	6			Krappner's Office
Make Copies of Folder			12	Krappner's Office
Take 5 Skates			1	Krappner's Office
With Hammer (person)		3		KRAP basement
Get Blame Reproduction (person)		4		KRAP basement
Ham "2 Link 2 Skates"		8		KRAP basement
Insert "2 Link 2 Skates"		4		KRAP basement
Get Recorded Tapes		7		KRAP basement
Shatter Glass		10		KRAP basement
Take Link		1		Don Paffam's
Link Link to Set Link To			11	Don Paffam's
With Link		5		Don Paffam's
Link Link	12		15	Don Paffam's

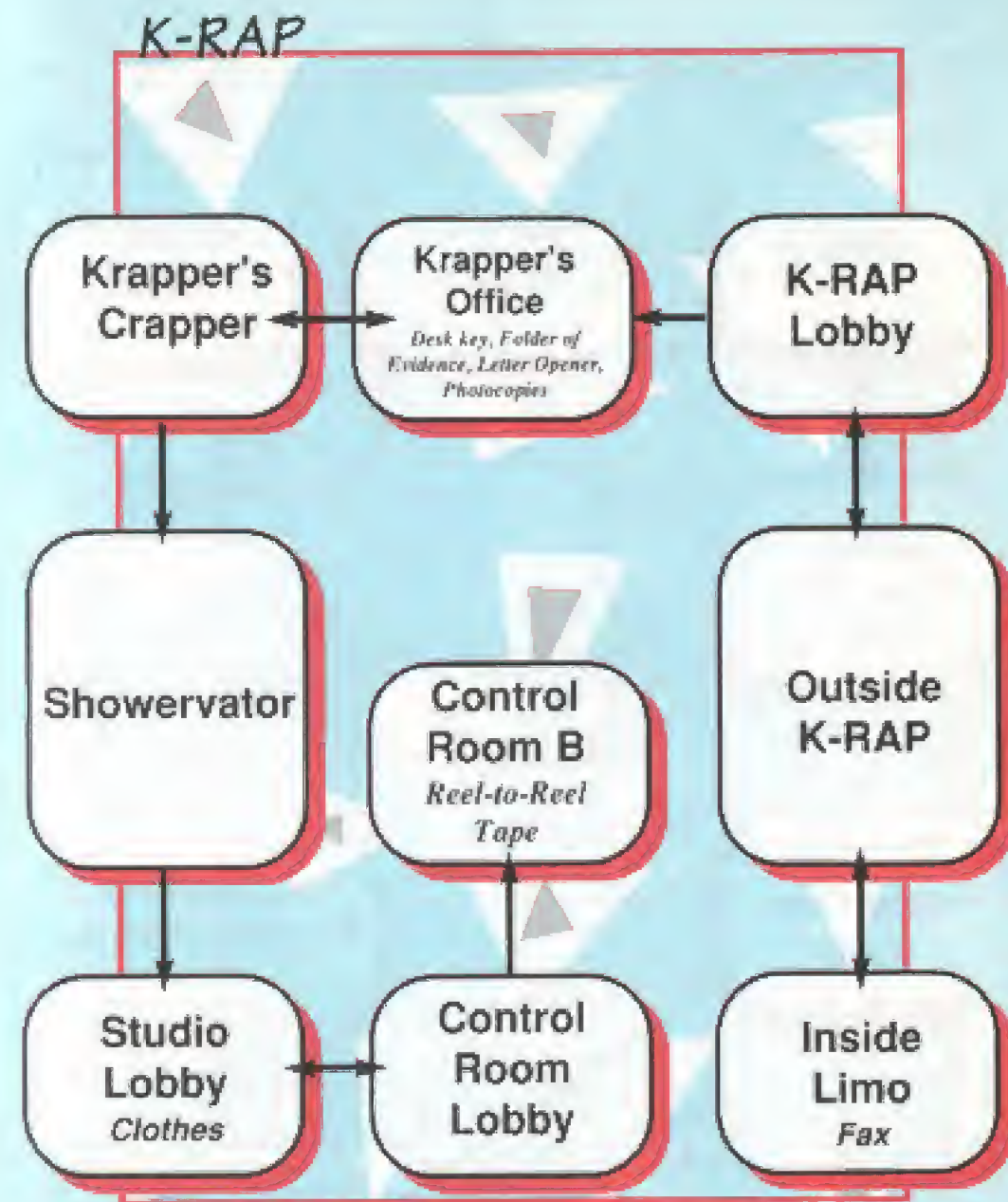
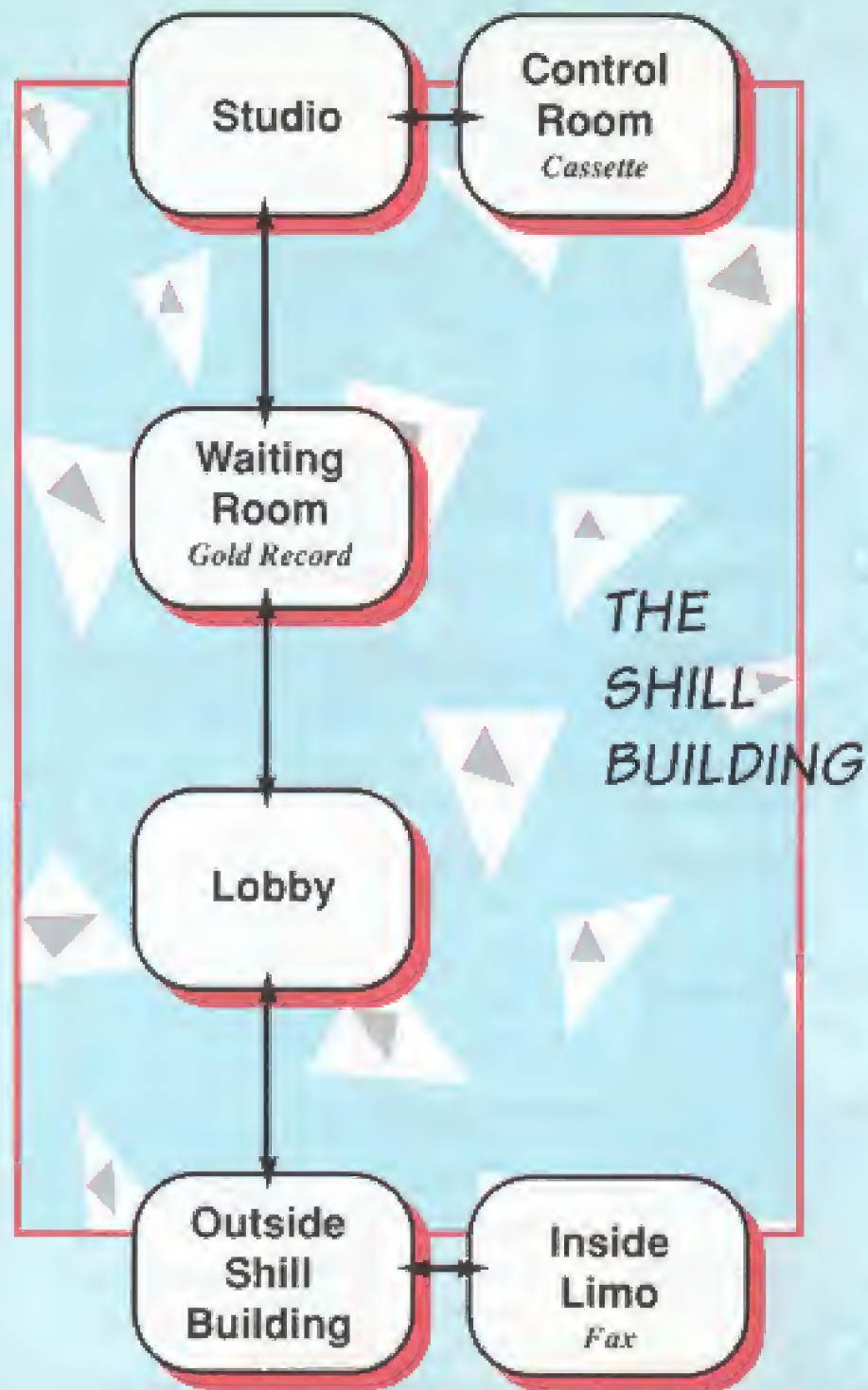
DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
Complete Receptionist's Survey		13		Don Paffam's
Get Cho Chu's button		2		Link To's cabinet
Get Screen Card			15	Link To's cabinet
Link to Cho Chu	5			Link To's cabinet
Cho Chu's cabinet		40		Link To's cabinet
Insert Cho Chu		20		Link To's cabinet
Sub-totals	81	868	132	
Total Score		1000		



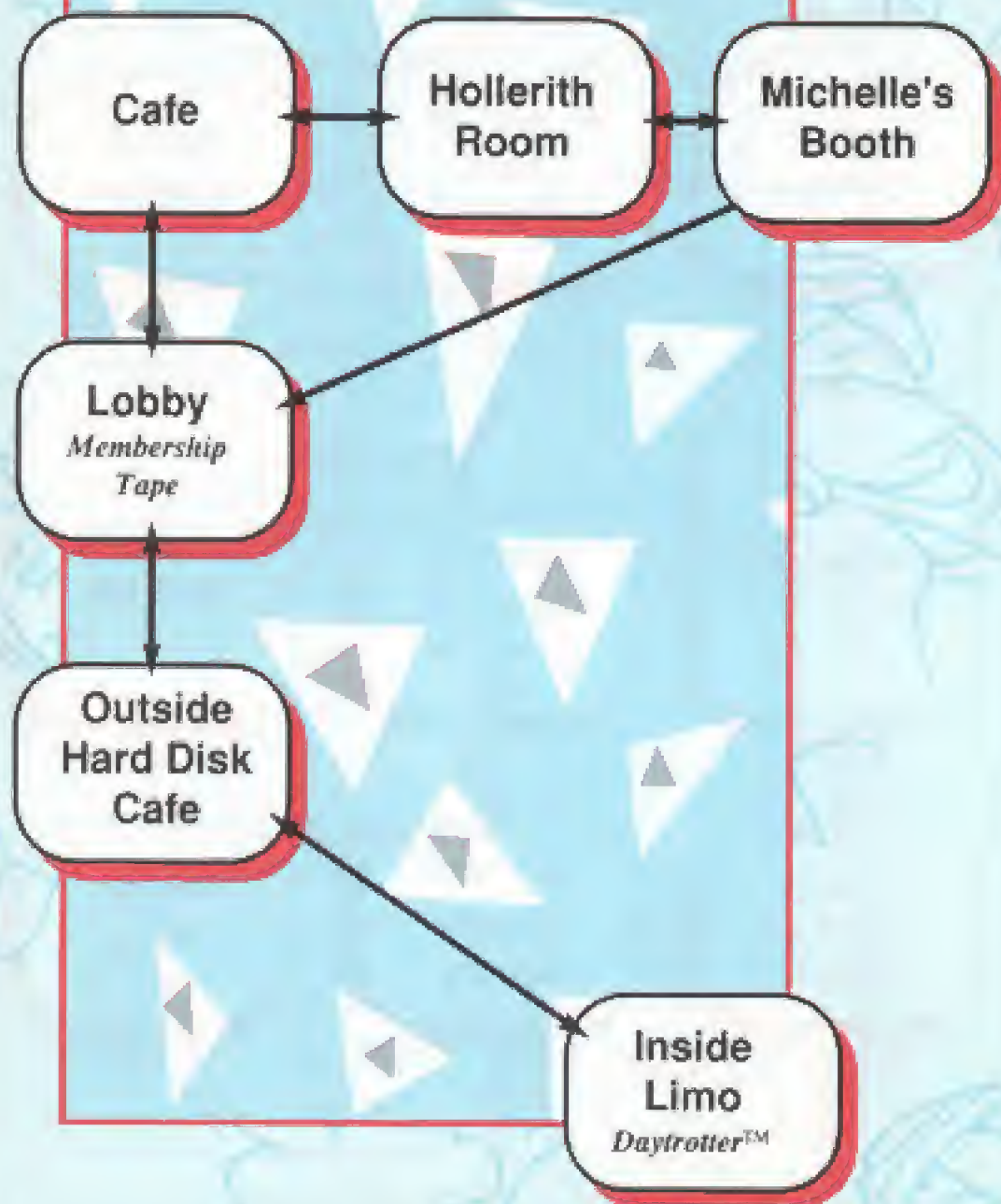
PORN PROD CORP.



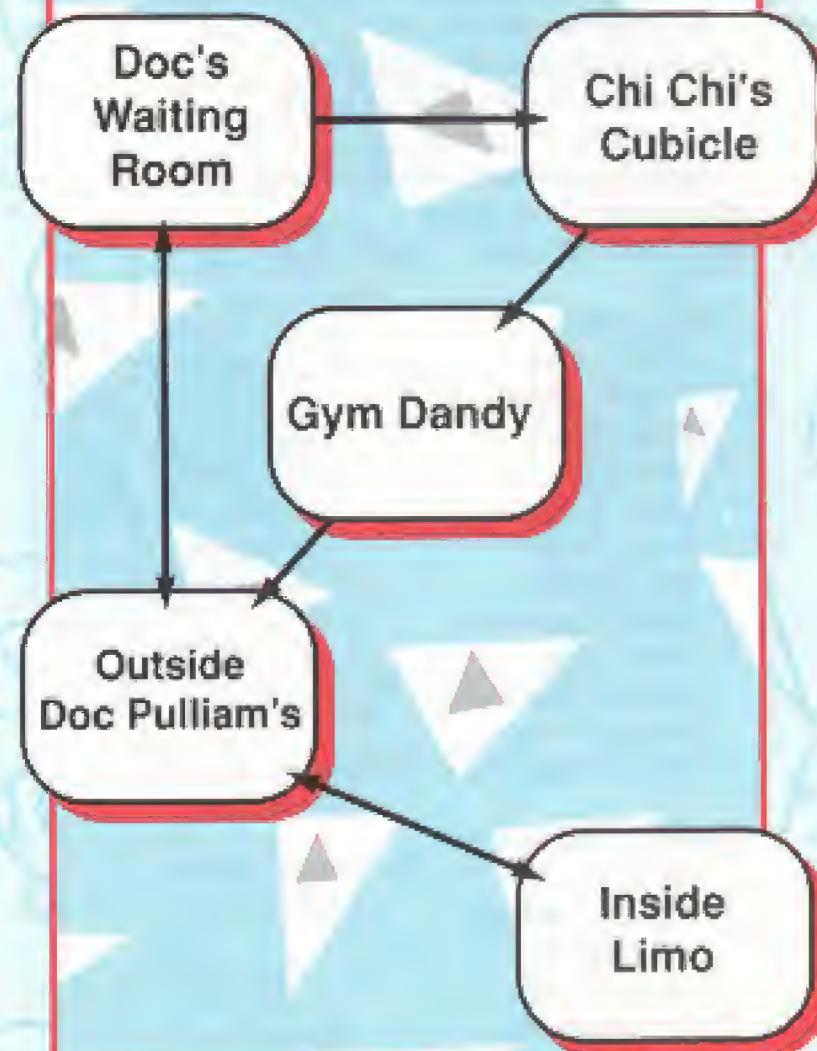




HARD DISK CAFE



DOC PULLIAM'S



redits

Executive Producer Ken Williams
Creative Director Bill Davis
Director, Game Designer
 & **Programmer** Al Lowe
Producer Guruka Singh Khalsa
Production Designer Andy Hoyos
Art Designer Jane Cardinal
Lead Programmer Brian K. Hughes
Composer Craig Safan
Art Team Manager Cheryl Loyd

Animators

Cheryl Loyd
Barry T. Smith
Roger Hardy, Jr.
Dana Dean
Karin Young
Marc Hudgins
Eric Kasner
Phyllis Cucchiara
Terry Falls
Michael Hutchison
Desie Hartman
Willis Wong

Background Artists

Jane Cardinal
Maurice Morgan
Andy Hoyos
Cheryl Loyd
Jay Friedmann
Jennifer Shontz
Gloria Garland



Programmers

Brian K. Hughes
Carlos Escobar
Steve Conrad
John Hartin
Oliver Brelsford
Al Lowe

Music Director

Mark Seibert

Development System

Jeff Stephenson
Robert E. Heitman
Dan Foy
Larry Scott
John Rettig
J. Mark Hood
Chris Smith
Terry McHenry
Eric Han
Chad Bye
Mark Wilden
Ken Koch
John Crane
Steve Coalier
Randy Moss

Additional Music

Chris Braymen

Additional Written Material

Josh Mandel

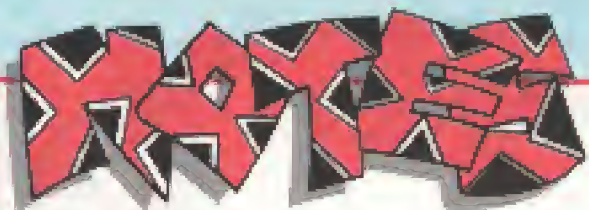
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DRK0016.10



To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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